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Coverdisk enquiries should be directed to the hotline number as detailed on page 8.

**We regret that we cannot be arsed talking to you.**

Although we strongly urge you to continue buying the magazine.

## News p10

We went to the ECTS and we got lots and lots of news. WAAAAH! No we didn't, we stayed at home because it was weekend and we aren't sorry losers!



## Subscribe p64

Yes, it's the subscription pages once again! Use it. Or indeed, ignore it

## Superleagues p68

Lists and lists with just a hint of interesting stuff. Check out what's hot and what's not. Again. Read on if you will. It's interesting stuff

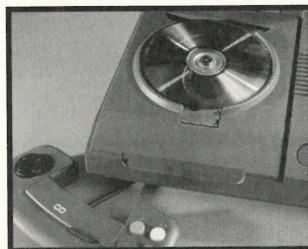
## Public Domain p30

Look out it's the PD pages! But what's this? There are a couple of quite respectable products here. There's no chance of giving them a slugging then?

## Win! Stuff pp38/39



Page 38 gives you the chance to win oodles of vouchers to spend as you will at WH Smiths while page 39 gives you the opportunity to own a new A1200



You can't win one of these, and for that alone you should be grateful

## Write Up Your Alley! p33

Our overhaul of the Talkback pages has been so popular now it combines anything and everything from letters to reader reviews.

## Swap Shop p72

This month's feature ad:  
New Swap Shop typist required due to blistered fingers and brain death of previous dogsbody!

## Reviews p20

### Full price

Fears.....20

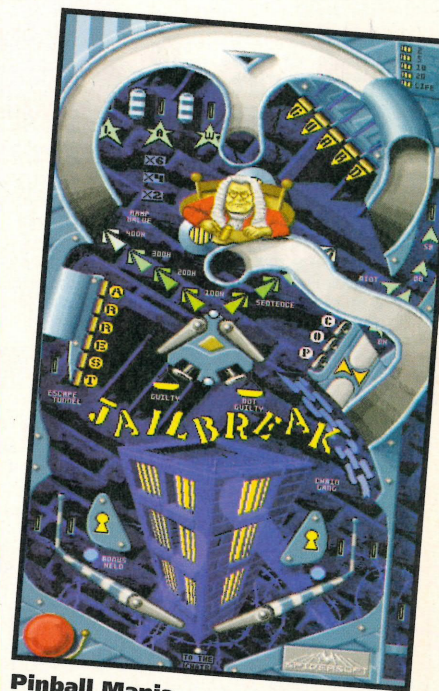
Wheelspin.....24

...and that's the lot we're afraid



### Fears

More 3D shoot 'em up mayhem. Can it possibly be the best yet?



### Pinball Mania

It's another one of those pinball games we know and love. Will it pass the test?

## Budget\* p28

The Lion King.....28

Man Utd-The Double.....29

Mortal Kombat II.....29

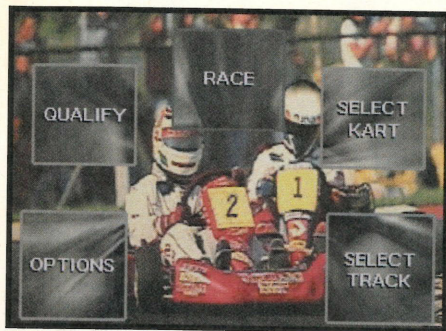
Sensible World Of Soccer.....28

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\* sort of





### Virtual Karting

3D Kart racing strangely enough. Previewed on page 42

## Previews p40

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- Hollywood Hustler .....43
- Pinball Mania.....40
- Team.....44
- Tracksuit Manager 2 .....48
- Virtual Karting .....42



### Hollywood Hustler

Not even the slightest hint of football in Desert Star's gambling fest



### Team

Hello, it's yet another footie game but at least there's no management this time!

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| 9                     | ROMARIO            | A FP        |  |
| COACH HANS HEESTERHOF |                    | UNDO OK     |  |

### Man Utd- The Double

One of the better footie management things released this year. Even though it isn't one

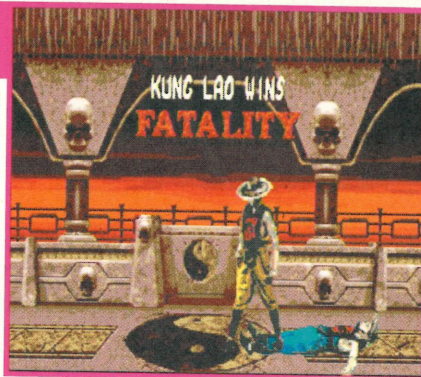
## Features

### Sequelitis p14

Not a strange strain of the flu virus but Steve McNally's attempt at scraping around in the world of sequels and answering one simple question - are sequels any good or what?

### Get a life! p66

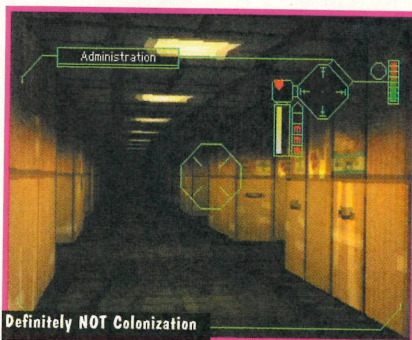
It's a blurred vision special this month with several of the top selling beers being reviewed. And birds!



## Game Guide

### Colonization pt 2 p50

Yes, that's right. Guide. Single. We would have liked to redo the Ishar 3 one from a few months ago but a last minute technical hitch means that a different filler goes in its place. Perhaps the most in depth guide ever in the entire history of guides. More than a guide, Colonization is a novel so get yourself a brew, and read on. We kid you not.



Definitely NOT Colonization

## Pixel Bird



## Coverdisks p6

## Disk 1 & Disk 2

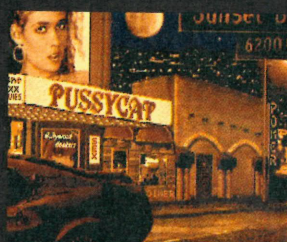
### VIROCOPI

Time Warner's ruddy marvellous platformer has wiped the floor with almost every release this year so we've got a one level playable demo in its entirety for you to get the general idea of what's available in the full release when it finally comes out. We're breathless now!



### HOLLYWOOD HUSTLER

A demo of Desert Star's poker related movie madness. Alright so it's basically a poker simulation but this demo gives you the general idea from the movie-like intro and allows you ten hands against some of the meanest and toughest gamblers in Hollywood. (That's more hands than all the Beatles put together. Unless you count Pete Best, but you really shouldn't) The full release will contain so much more in terms of speech and animations so be prepared. There's also some swearing in the full game, which gets a big thumbs up from the blue collar boys here at AA



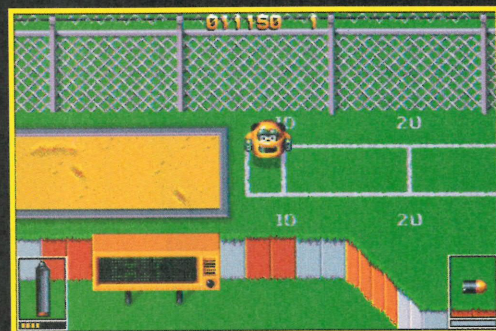


These are the coverdisk pages that everyone talks about. They say things like "I can never get my AA coverdisks to work", or "I found those two disks on Amiga Action particularly useful for reformatting purposes". And other stuff like that. This month though, nobody will be talking, and while Bob Hoskins may be dismayed, you'll all be delirious because we've got a right couple of treats for you. Virocop is a massive demo of the superb Graftgold game which we've tried to fit onto the disks unsuccessfully for about for months, and Hollywood Hustler is a gambling feast of atronomic proportions which will keep you hooked for hours, causing you to sell your house, rent your children and lie to your neighbours in order to glean more cash. Or possibly not. But. It's yours to play, as indeed both demos are, and with this box full it is time to move on.

## Cover Disks

# VIRO

Time Warner





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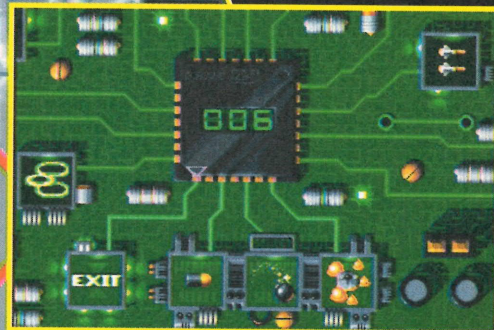
Don't call him Virocop. Call him DAVE – for he is a Digital Armoured Virus Exterminator; his mission: to exterminate viri and rid the planet of their evil. And in this hugely exclusive level of Graftgold's game, you get to sample his wares.

It's part platformer, part shoot'em-up and all woman. Er, no, that's not right, but it is 100% enjoyment, and this is what the crack is. You're DAVE, a little robot who looks like a hoover but doesn't let it worry him. You're armed with an array of guns and the ability to scoot like a bast over an array of differing terrains. Though of course in this demo you only have to worry about one so put that to the back of your mind for now.

The virus – your primary target – is a nasty green thing with straining tendons which aren't entirely dissimilar to Deirdre Barlow's neck when she pulls that upset face she's so good at. It takes some killing, but before you even fid it there are a ehole host of beast-like thangs which also need wiping out.

Pushing the joystick in the conventional fashion spoons DAVE around the screen and landscape, and pressing fire – well that makes him fire in whichever direction he's facing. If you simply want to hurtle through the game, find the virus and kill it, then you can, but it's advisable to take a little bit of time to wipe out as many oes as you can. The more baddies you shoot, the more points you collate, and the points you rack up can be traded for a better weapon when the time is right.

So, you've got the basics, you've got the disk and you've got an empty life that needs. Go get 'em tiger!



## Duff Disks

Very occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our special TIB Disk Helpline on:

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between the hours of 9-12.30 and 1.30-5 on weekdays. Alternatively you can contact our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Thank you. And sorry.



# HOLLYWOOD HUSTLER

Desert Star Software

It's a big league gamblers dream. Hollywood Hustler is a poker simulation with a difference. There's actually a storyline here involving you playing a down and out who must win to regain his self esteem. It's been a bad day so far and you're left without a home, a girlfriend and there's definitely no sign of a job.

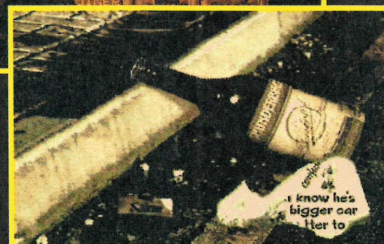
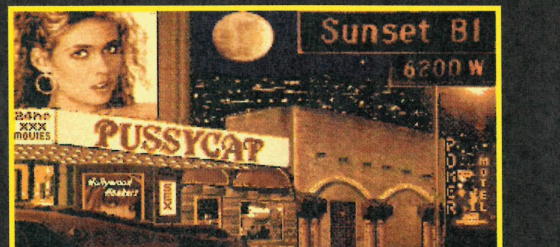
After loading Desert Star's demo of their poker/movie game you will be left with a total of ten hands to play. Montana Slim and his cronies will be putting up some serious cash and basically, all you must do is win the day. The full version will incorporate totally random card distribution so there will never be two hands the same.

Unfortunately some of the more risque language has had to be taken out so we don't get angered parents phoning up to give us an earbashing, but rest assured the full version will contain a couple of swearing outbursts when one of the players loses a hand.

A little poker knowledge would go down a treat but if you need a little helping hand here's some basic hands:

1. *A pair* – two like cards funnily enough. Not a strong hand.
2. *Three of a kind* – little better than a pair but can be beaten.
3. *Four of a kind* – almost invincible.
4. *Full house* – three of a kind and a pair. Very strong hand indeed.
5. *Flush* – all cards of the same suit.
6. *Ace/ any card high* – the weakest hand you could imagine.
7. *Straight* – a run of five cards in any suit.
8. *Straight flush* – a run of five cards all in the same suit.
9. *Royal flush* – a run from ace downwards. The most powerful poker hand possible.

To play your hand you must either raise or check the betting previously depending on how your hand is looking. After some furious betting you can change up to three cards to improve your hand. This is done by moving the cursor over the card/s to change and pulling down on your joystick. To obtain the fresh card/s hold the fire button down and tap the joystick to the right.





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WE ARE ACTION, AMIGA ACTION, NO-ONE LIKES

### First word

Hello, I'm George the teddy and I've just finished speaking to my top industry chums, and boy have I got good news for you. Firstly, I must point out right from the start that the magazine has not gone thinner. On the contrary - we are in fact running at a healthy 116 pages this month despite what the numbers say, as anyone who counts up the pages will find out. Possibly. Secondly... er, secondly... secondly... no, sorry, that must have been it for the good news, though I can say we have a good few previews, which can never be a bad thing, plus a review of the long-awaited Doom clone Fears. Unfortunately due to the unusually hot weather, North West Water has imposed a release ban on Amiga games until it rains, so apart from this and the, ahem, excellent Wheelspin, that's your lot. If you're reading this in the newsagent, please buy it. Please, we need to eat.



# It's Show

## And we're damned if we're turning up

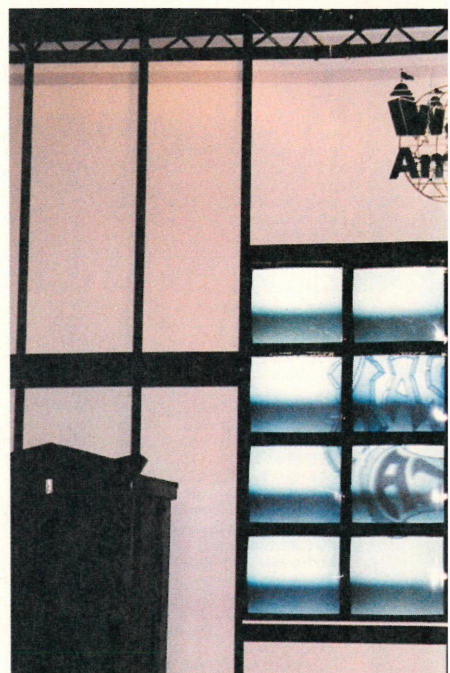
**T**he ECTS. The European Computer Trade Show. The bi-annual celebration of all things good and new in the videogame "industry", where "industry" moguls meet, make deals and get leathered off their faces at the company's expense. Everybody who's anybody makes this twice yearly pilgrimage to the capital to show off their wares, inspect the wares of others, and wear out the patience of the AA crew who care only about finishing their appointments in time to make to six o'clock train home.

This year's extravaganza ran from 10-12 September, and a packed Olympia once again played host to a gaggle of info hungry "journalists" intent on being first with the news and arriving back at Mag HQ with that elusive exclusive. This is the diary of 'Scoop' Roundell - Amiga man; games player... realist - charged with the task of bringing home tidings up the hottest new efforts on the machine of his preference.

#### Sunday 10th

Got to bed late and slept in till around ten. Awoke feeling fresh in the knowledge that a busy day lay ahead. Had a shower; had a cup of tea and toast; got dressed. (Had breakfast naked). Got car from garage and drove to newsagents. Perused headlines. No mention of Amiga product in either the broad-sheets or tabloids. Asked newsagent if he had any games coming out on the Amiga. Newsagent gave me a strange look. Asked if I was taking the piss. Left newsagents for home.

Read paper, watched Dr. Who Omnibus on UK Gold. Ate lunch and went to girlfriend's. Asked girlfriend if she had anything we could



preview in Amiga Action. She said no, and what the hell was I on about? Went to cinema. Bought two tickets for Earnest Goes to Camp (Manager's Choice). Asked ticket sales person if they were thinking of converting any PC stuff onto the Amiga. She stared at me all funny.

Went for meal. Failed to find any Amiga software in the Italian restaurant and settled for Penne Al Arbiata with a garlic bread starter.

#### Monday 11th

Arrived at work to find no new software had arrived in the post. Played International Test Cricket on SNES. After lunch picked a random phone number from the South Manchester directory and left a message on John and Carol's answering machine stating that should they have any preview material then please give me a call. Left for home, stopping at newsagents on the way. Bought bottle of Lucozade and asked the Asian lady what her October Amiga releases were. She smiled and said M&M's were on special.

#### Tuesday 12th

Arrived at work to find no new software had arrived in the post. Played



US, WE DON'T CARE... WE ARE ACTION

# time!



Because we didn't go to the ECTS, we don't have any photo's, but here's another look at one from the World of Amiga show last year.

## It's a kind of magic

**H**ey hey hey! The Amiga. It's back. No, it is. Officially. Just a few days after this issue hits the shelves, the "Amiga Magic" pack will burst into the shops with a gusto rarely seen since the days when games used to be released for the Amiga all the time.

Amiga Technologies' bumper bundle is set to retail at a less than bargainous £399, and the pack contains: Amiga 1200 (no hard drive, surprise surprise), Wordworth 4SE, Datastore 1.1, Organiser 1.1, TurboCalc 3.5, Personal Paint 6.4, Photogenics 1.2a SE, 21st Century's upcoming Pinball Mania, and the ancient Whizz. As you can see, it's not what you might call an absolute festival of games, and perhaps it is for this reason that Amiga Technologies have failed to contact us even once with the news. Or maybe we should have found it out for ourselves, who knows?

Anyway, the upshot is that we don't have a picture of the bundle to show you; no big deal we admit, but it sure would have filled some space.

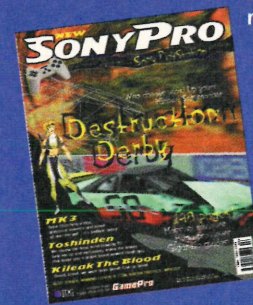
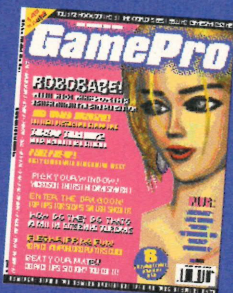


## A bit of something else

**I**f games are your forte and the Amiga isn't your only machine, then we'd like to draw your attention to a couple of jolly magazine-ettes from IDG which you should seriously consider investing in.

GamePro is the best selling video games magazine in the world with sales of over half a million in the United States alone. A multi format affair it covers every platform from the well, it covers every platform and weighs in at a hefty 148 pages every month.

SonyPro is the world's most subversive video games magazine. It's the new kid on the block and caters, as the name suggests, for owners of the Playstation. It too is somewhat obese, also sporting 148 pages per month.



## Our survey says...

**I**n issue 74 of Amiga Action we ran a news piece concerning full games on coverdisks, and the response of our rival publishers to our Quik the Thunder Rabbit offer (which went down a storm, by the way). Some bloke from one of the publishers stated that full games on the coverdisks wasn't want the readers wanted, and, unconvinced, we decided to find out by way of a mini survey. Well, the results are in. We feel they're pretty conclusive and we'd like to thank you all for your time.

|                             |      |
|-----------------------------|------|
| Yes I do want full games    | 100% |
| No I do not want full games | 0%   |
| Spoiled papers              | None |

So there you have it. The winner of the £100 WH Smiths vouchers, by the way, is Sean Curry from Cardiff. You'll be getting them, Sean, when we're good and ready to send them.

International Test Cricket on SNES and made up a few letters for Talkback. Searched internet for a suitable next month picture. Bought sandwich from butty van. Asked the butty woman if she was working solely on A1200 projects from now on, or whether she would continue to support the standard chipset Amiga. She asked me to tell some loser on another magazine that he owed her £4.75 from last week. Told loser. Goggled at amount of software around his desk. Left for home, stopping at newsagents on way. Bought M&Ms. Went home.

Now, whilst this may not seem like the ideal way to get hot news of the latest big games, Amiga Action can exclusively reveal that by not going to the ECTS we learned exactly what we would have done had we spent the entire three days there. Namely NOTHING. Hmm.

### Wednesday 13th

Feigned interest as returning ECTS pilgrims related tales of all the really good parties they went to, and how so-and-so's stand was really smart. And how whosit from Thingysoft did it with the bird from Softysoft.



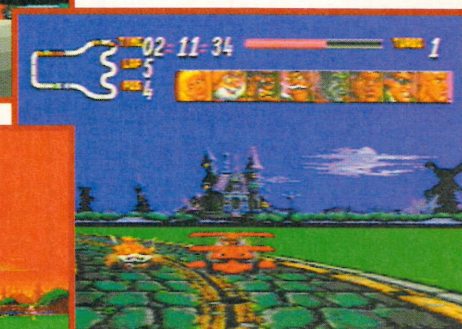
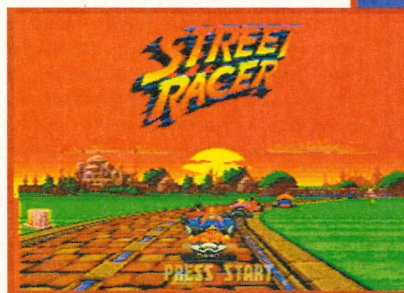
DON'T READ THIS, IT ISN'T INTERESTING

## UBISoft get street smart

A part from the reality of Amigas in the shops, surprise news of the month is that Ubisoft – unknown on the Amiga in recent years – are releasing their much lauded console hit Street Racer on our “beloved” machine. Most resemblant of Grandslam’s Bump ‘n Burn, the graphics promise to be something of a treat, and hopefully likewise the gameplay. The cartoon racer gives you the choice of various comedy characters with whom to race with around a host of tricky tracks.

Special attack moves figure highly in the console versions of Street Racer and go some way towards making it the game it is, and we’re hoping all of these will be included in the Amiga release, despite the obvious difficulties of the one-button joypad. Be prepared for more information next month, when the intrepid reviews hound which is Amiga Action will be here with more of what you want. Whatever that is.

Anyone fancy converting NBA Jam? Anyone? Acclaim? Please.



## Queen takes flight – amazingly

Time Warner’s much delayed Flight of the Amazon Queen is finally set to be released on the Amiga. You might remember that the adventure revolves around 1940’s pilot Joe King (guffaw) and his plight in the Amazon Jungle after crashing a

plane which may or may not be called The Queen. We haven’t checked. Anyway, Warner tell us that the game is spot on, and promise that a release is – and this is the truth – imminent. We might review it next month, who knows!



## Thomas Tanked up again

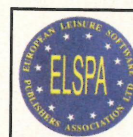
Alternative Software are set to give a new lease of life to Thomas the Tank Engine, the TV license they used to such good effect with their previous lower age group products.

Thomas The Tank Engine’s Pinball, due out round about now, is, in the simplest of terms, a scaled down version of the popular 21st Century games, and has a pedigree team behind it in the form of Spidersoft who worked on the PC conversions of the 21st games.

It isn’t out to rival Pinball Mania, and Alternative stress that Thomas Pinball is aimed squarely at the younger player. Up to nine balls can be opted for on any of the four engine themed tables, and the difficulty level can be altered by means of shifts in the table tilt. For further frustration relief, the side gulleys have been removed for greater point scoring chances. We’ll review it next month, and the way things are looking now, it’ll probably get six pages.



# Charts

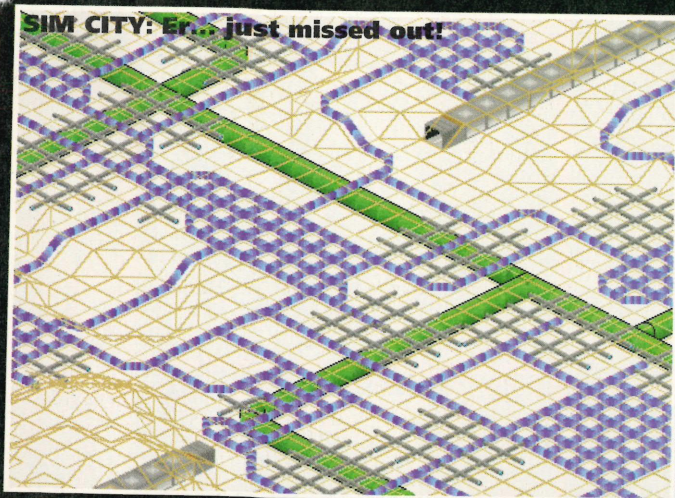


CHARTS COMPILED BY

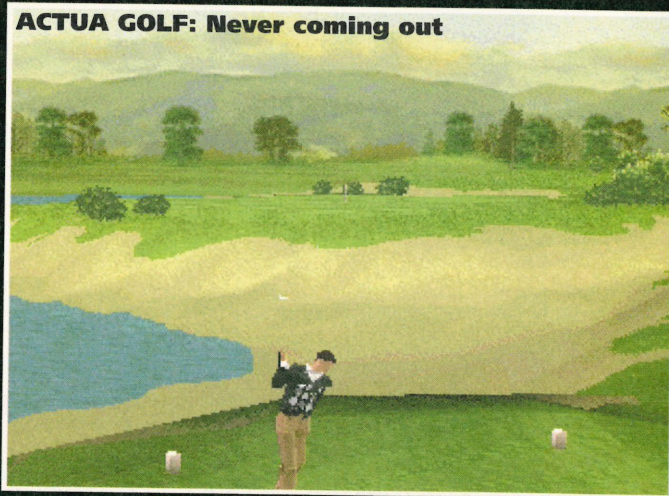
# GALLUP

## Full Price

| NUMBER | PREVIOUS NO. | GAME                             | PUBLISHER     | PRICE  | GAME TYPE  |
|--------|--------------|----------------------------------|---------------|--------|------------|
| 1      | 1            | <b>PLAYER MANAGER 2</b>          | MICROPROSE    | £19.99 | SPORTS SIM |
| 2      | 3            | <b>SENSIBLE WORLD OF SOCCER</b>  | RENEGADE      | £29.99 | SPORTS SIM |
| 2      | 5            | <b>PREMIER MANAGER 3</b>         | GREMLIN       | £25.99 | SPORTS SIM |
| 4      | 7            | <b>COLONIZATION</b>              | MICROPROSE    | £34.99 | STRATEGY   |
| 5      | 1            | <b>SUMMER HOLIDAY</b>            | CLIFF RICHARD | 2d     | APPALLING  |
| 6      | 6            | <b>ULTIMATE SOCCER MANAGER</b>   | DAZE          | £29.99 | SPORTS SIM |
| 7      | 5            | <b>THEME PARK</b>                | EA            | £29.99 | STRATEGY   |
| 8      | 9            | <b>SUPER SKIDMARKS</b>           | ACID          | £25.99 | RACING     |
| 9      | 10           | <b>FIFA INTERNATIONAL SOCCER</b> | EA            | £25.99 | OVERRATED  |
| 10     | 8            | <b>SKIDMARKS</b>                 | ACID          | £25.99 | RACING     |



**ACTUA GOLF: Never coming out**

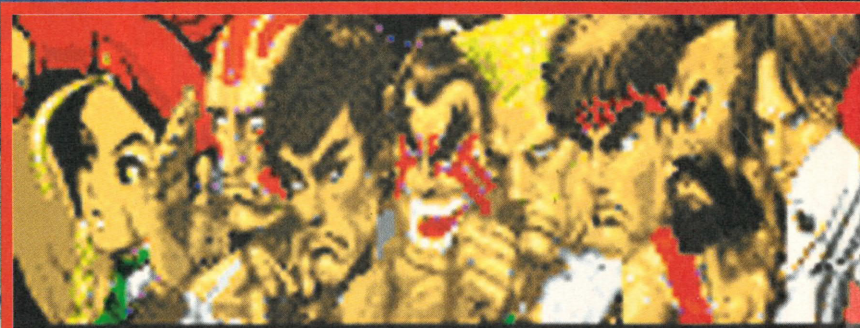


|    |    |                             |            |          |             |
|----|----|-----------------------------|------------|----------|-------------|
| 11 | 14 | <b>JUNGLE STEEEEE-RIKE!</b> | EA         | £29.99   | SHOOT'EM-UP |
| 12 | 19 | <b>MAN UTD - THE DOUBLE</b> | KRISALIS   | £29.99   | SPORTS SIM  |
| 13 | 11 | <b>KICK OFF 3</b>           | ANCO       | £25.99   | SPOIRTS SIM |
| 14 | 13 | <b>COMBAT CLASSICS 3</b>    | EMPIRE     | £34.99   | BLAND       |
| 15 | ★  | <b>PGA EUROPEAN TOUR</b>    | OCEAN      | £25.99   | SPORTS SIM  |
| 16 | ★  | <b>BIRDIE SONG</b>          | THE TWEETS | Too much | GRANNY TUNE |
| 17 | ★  | <b>FOOTBALL GLORY</b>       | KOMPART    | £29.99   | SPORTS SIM  |

Right, that's it... who cares about the rest of it...?

★ = RE-ENTRY    ⬢ = NEW ENTRY

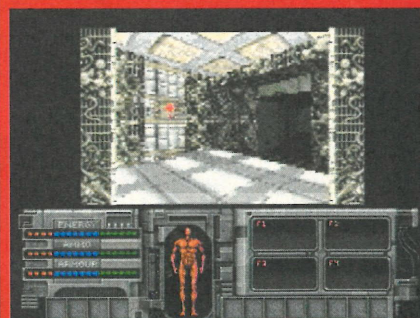




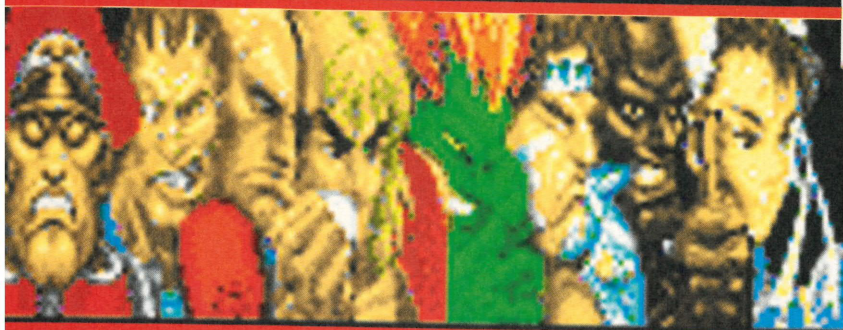
# Sequels

**Sequels eh? Everyone seems to hate 'em except the software companies, and they're only so into them because they're guaranteed big money and of course, they don't have to waste their time and effort coming up with an original concept. Well, I say everyone hates them, but that can't really be the case. After all, if no one liked them why would they constantly occupy the top chart positions every month? Cannon Fodder 2, Frontier – Elite 2, Sensible World of Soccer, they're all follow ups and they've all been some of the biggest sellers over the last year or so.**

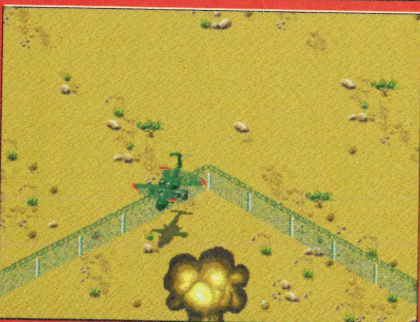
**Is this simply**







# elitis



because Amiga gamers love games that they're familiar with or is it more like a damning indictment of Amiga games, a platform now so devoid of fresh ideas and originality that devotees are forced to use a sequel to remind them just what games were like in the good old days?

Who knows, we certainly don't, but we're not going to miss the chance to fill four pages with mindly entertaining ramblings about old games,

so here's our look back at some of the best, and mainly the worst examples from a bad case of sequilitis.

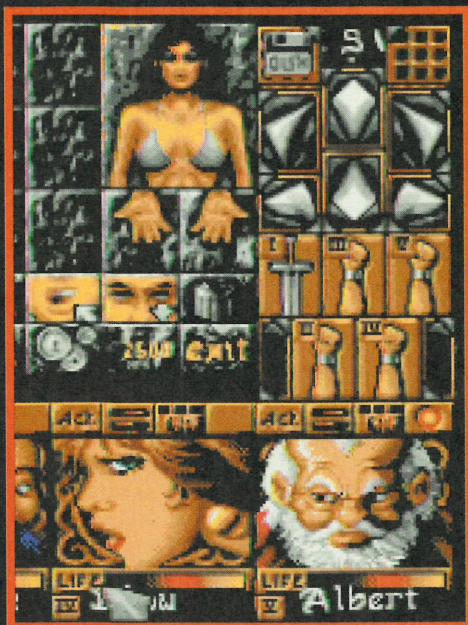
WRITTEN BY STEVE McNALLY



Action Feature

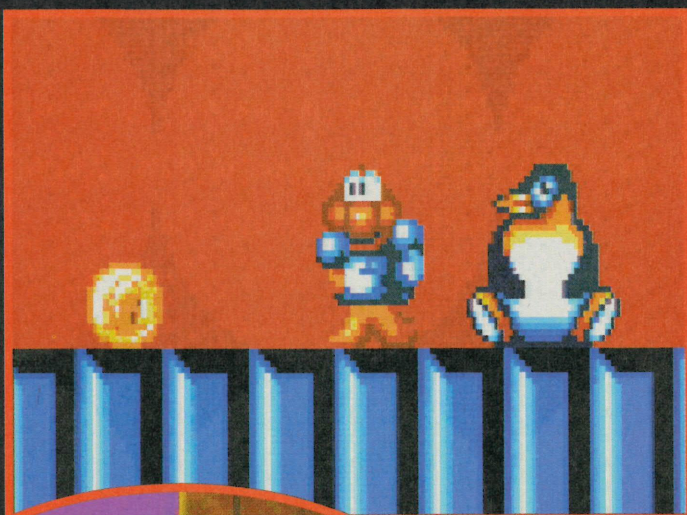


# Sequelitis



*The sequel isn't exclusive to the video game though. Oh no indeed, and in fact, there are other types of sequels which we will be discussing in more details in the captions which follow. It's going to be great!*

**If the original is good you can't fail with the follow up no matter how much of a let down it is, as Sensible Software proved with Cannon Fodder 2**



*Films, for instance - they have sequels. Yes. Or at least, some of them do. Back to the Future - that had one, and so did that other film from a few years ago. Erm, Beverly Hills Cop. Yes, they both had sequels.*

It was the advent of Dungeon Master II that spawned the idea for this feature. Some seven or eight years after the original, which it has to be said was one of the biggest events in the Amiga's history, Interplay and Faster than Light software suddenly realised that a follow up was a license to print money. And what's more, the quality of the thing, and indeed the review scores it gets will do little or nothing to affect sales figures.

Such is the loyalty of computer gamers, or so it would seem at least. I reckon some of it has got to be put down to those proverbial rose coloured spectacles we hear so much about. We've all been there, in general conversation about old games (something which I don't personally engage in very often, and certainly not outside work hours, unlike a certain other Amiga games magazine, and I'm not talking about The One!) a name will crop up and you'll "yeah, I remember that!" and you'll suddenly have an urge to play the thing again.

This is where sequels come in. If the original is good you can't fail with the follow up no matter how much of a let down it is, as Sensible Software proved with Cannon Fodder 2. It doesn't even matter if the original hasn't stood the test of time all that well. Dungeon Master has been outstripped in just about every department by numerous other releases, but still the clamour for more of the same does not abate. A sequel really does little more than give a fan a chance to play either more of their favourite games or, as with SWOS, an updated version containing features which in all reality should have been in in the first place.

## What next?

Then there's the beat 'em-ups. Mortal Kombat had a Mortal Kombat II (and now three) and Streetfighter had Streetfighter 2, Super Streetfighter 2, Super Streetfighter 2 Turbo and now Super Streetfighter - The Movie. What's next? Brutal - Paws of Fury 2 perhaps? (Heaven forbid!). Looking at all those games and comparing them with their predecessors can you really see twenty five quids worth of upgrades? I certainly can't. For the most part all those sequels managed to do was introduce a few new characters and a couple of extra special moves. It's amazing that you lot never seem to tire of it.

For all this though we should count ourselves lucky that we've never been subjected to the farce that console owners have to put up with (although they seem to do so quite willingly). I am of course referring to those sports games that seem to be updated every year, and yes, there are people who buy every one! Madden '94, FIFA '96, NHL '95, they've all been and gone and in general the only difference between that one and the one that went before



was that they'd changed the team names, and maybe, just maybe, if you're lucky they'd made the sprites a little more clearly defined.

So what do we reckon are the best sequels ever then? Well, even though I've chastised it earlier *Sensible World of Soccer* has to rate as the best Amiga sequel to date. Even with its still numerous bugs and niggles the extra additions over the original made it an essential purchase for just about everyone who isn't a games reviewer and got to play it for free!

### What next?

Apart from that though it's a bit of a mish mash. I suppose there was *Monkey Island 2*, a fine sequel to a fine adventure game from LucasArts, who sadly dumped the Amiga a long time ago (tremendous foresight their lads!) for the far more powerful PC's, and from the same stable came the excellent *Indiana Jones and the Fate of Atlantis*, which was just as good.

And then there's *Team 17*. *Alien Breed 3D* is soon to hit the shops (if indeed it hasn't already) and that is the pseudo sequel of a sequel of a sequel, if you get my meaning. *Team 17* were also responsible for the most eagerly awaited, but sadly it seems, never to be forthcoming follow up in the form of *Project X 2*. For some reason the Yorkshire funsters decided that everyone's favourite shoot'em-up wasn't worthy of a sequel and thus disappointed countless fans. One shoot'em-up which did get a sequel was Electronic Arts' excellent *Desert Strike*, although for some reason the second game did emerge courtesy of Ocean.

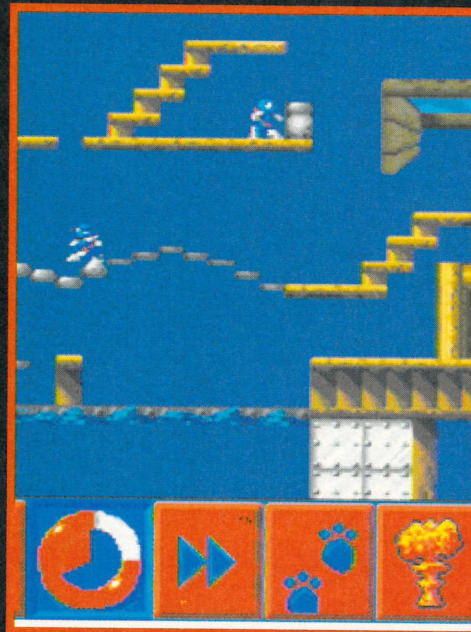
There have been a couple of PGA Tour Golf games, a sim which has been an office favourite for as long as I can remember. Sports sims seem to be more likely to get a second game than any other genre for some reason and this has led to more Premier Managers, Pro Tennis Tours, Speedballs, Man Utd's and Graham Gooch's than you can shake a stick at.

Perhaps one of the most successful series of games though (although not one of my personal favourites) is Maxis' Sim games. There've been bloody hundreds of the things, each one as popular as the last. *Sim Earth*, *Sim City*, *Sim Farm*, *Sim City 2000*.

The list goes on, and so it seems does the popularity of these games. You'd think platform games were a more than viable target but it's surprising when you look back just how few there have been. With the exception of the highly annoying *Zool* platform sequels have been very few and far between.

One other game that deserves a nod before I pack up is *Lemmings*. I remember the buzz of expectation that was around when news broke that *Lemmings 2* was on it's way, unfortunately as we all know, the end product was a bit of a let down!

*In fact, funnily enough, they both had two sequels, though of course this isn't the case with all films, because some only have one Sequel. Or indeed, none at all, which is also okay by us...*



**Sensible World of Soccer has to rate as the best Amiga sequel to date. Even with its still numerous bugs the extra additions over the original made it an essential purchase**



*Someone in the office pointed out that Blackpool has loads of sequels, but we pointed out that these are in fact SEAGULLS*



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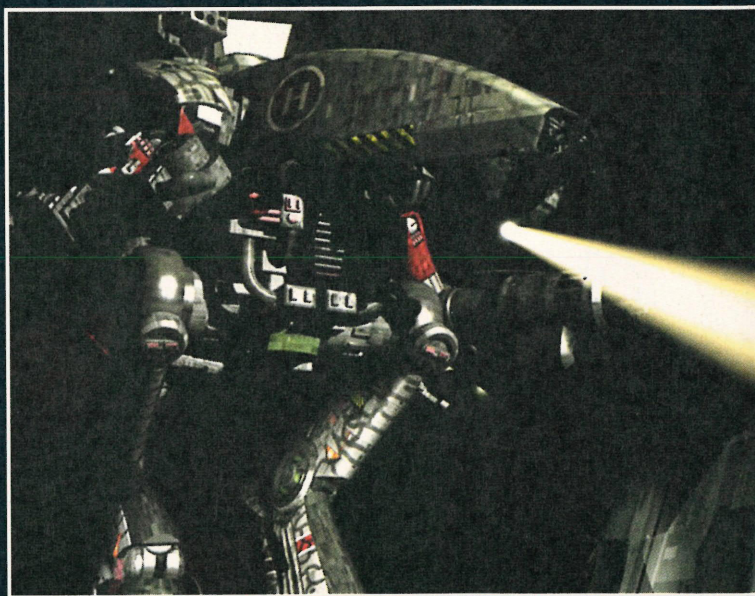
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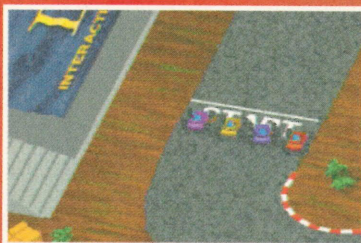
**Amiga Computing** – the best-selling Amiga magazine in the States



# Action reviews ▶

## **Fears** p20

Another Doom , and  
some say the best



## **Wheelspin** p26

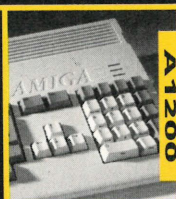
Another racing  
game, and some say  
the worst

IT'S PACKED!



# ACTION REVIEW

## SHOOT'EM-UP



A1200



Fears may not be much of a gore-filled extravaganza, but this guy tells a different story. Either that or he's just fallen face down in a big pool of jam



Right! If you don't get out of my way I'm going to tap my finger against this little trigger thing

Come and get me you funny pea-headed guy with no eyes and a ridiculous turquoise boiler suit!



# Fears

**Everybody seems to have packed up producing all those football management games in favour of 3D Doom clones instead.**

**ANDY SHARP doesn't know whether to laugh or cry**

**L**et's face some facts here. The Amiga release schedule has hardly been awe inspiring over the past few months, and the majority of games have been mediocre rush releases in the hope of gaining a quick profit.

With the exception of a few quality games in every genre, there have been far too many football management games which have hardly stretched the Amiga's capabilities to the boundaries. The last truly stunning game which everybody spent time playing was Super Skidmarks. Other than this, nothing else really springs to mind.

And this was the case up until a mere couple of months ago, when a bunch of New Zealand's finest programmers dropped their latest project onto us rather bewildered Amiga gamers.

Gloom took everybody by surprise with its depth, and most importantly, its moody graphics, which kept the player in suspense as they never quite knew what was around the next corner. On top of all this it played like a dream and has since dominated the A1200 charts. It set the standards for others to try their hand at beating.

The near future sees the release of Team 17's delve into the 3D shoot'em-up world with Alien Breed 3D, another stunning effort which only just tops Gloom in terms of graphics and gameplay. And now we have the next release which is up and running and ready to blow everything aside. Fears is a project by Bomb and Manyk and will be released through Guildhall. It will be holding gamers to ransom in the very near future.

### Crocodile fears

Anyone who's seen Gloom will know that it's played on one floor only, without even the slightest hint of a slope, let alone a step. Breed 3D has staircases lifts and everything else you'd expect, and so has Fears.

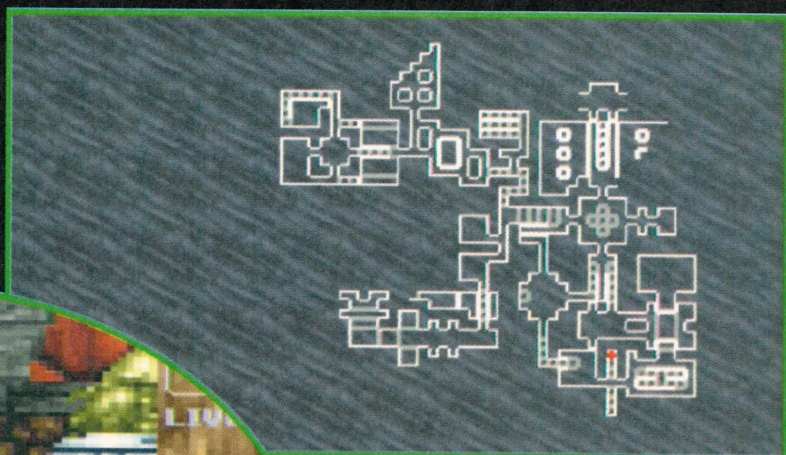
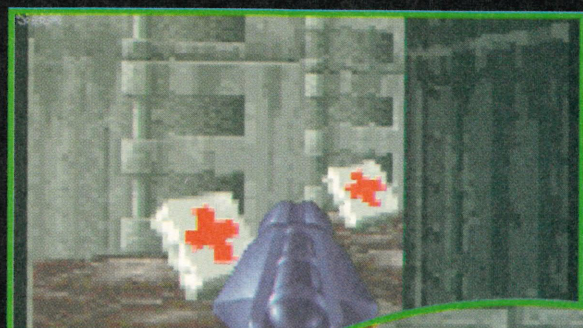
Obviously the size of the playing area varies wildly from stage to stage throughout the 30 levels you must battle through before defeating the enemies once and for all. This is no mean feat as all your opponents vary in strength and size and are capable of inflicting some unforgiving damage to your frankly rather puny frame.

On your mission to restore peace and order you will see many interesting weapons





Here I go creeping stealthily round a corner. Silence is the key. I wish I hadn't had those beans last night

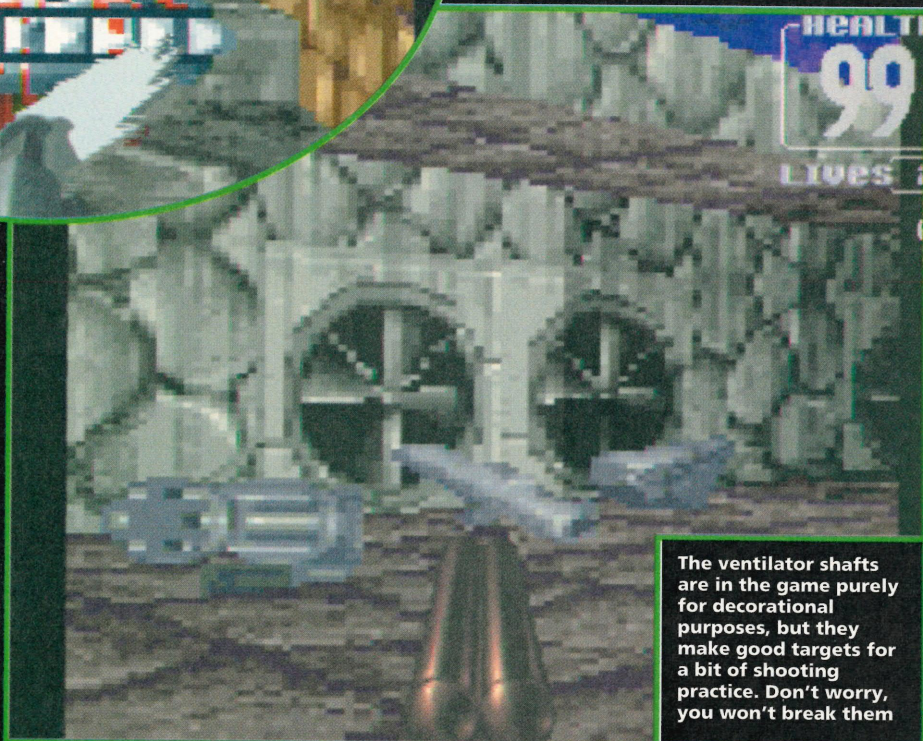


The map option gives you a handy plan view of the level you are currently on. Enemies aren't shown unfortunately, but that's okay, because it would take away half the fun of the game if they were

lying around. Pick these up, along with the corresponding ammo, and you're well on your way to becoming a one-man death machine. From a simple knife which you already have, you can pick up a machine gun, plasma gun, rocket launcher, a shotgun, and the rather gruesome chainsaw. Each of these varies in the amount of damage it inflicts, and will more often than not involve you finding the correct ammo to activate it. A weapon can understandably be swapped at any time using keys one to six.

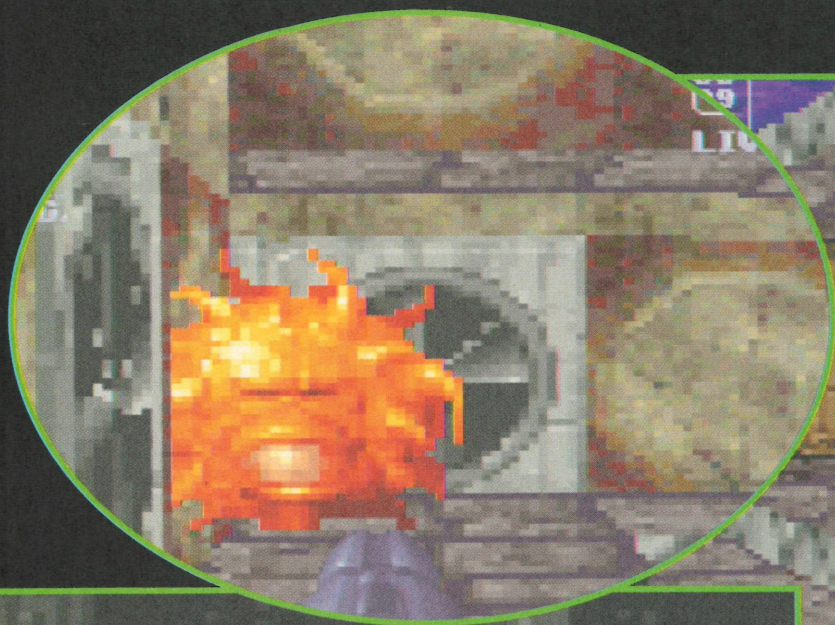
Initially you start with three lives, each with 99 points of energy. There are numerous hidden bonus lives, which can be in the most ridiculous places, whether it's down a pit filled with lava or whatever. Sometimes you must lose a life to gain a life, so it may be wise to stick to collecting the lives you can easily reach.

As with Gloom and Breed 3D, there are numerous options available to alter the size

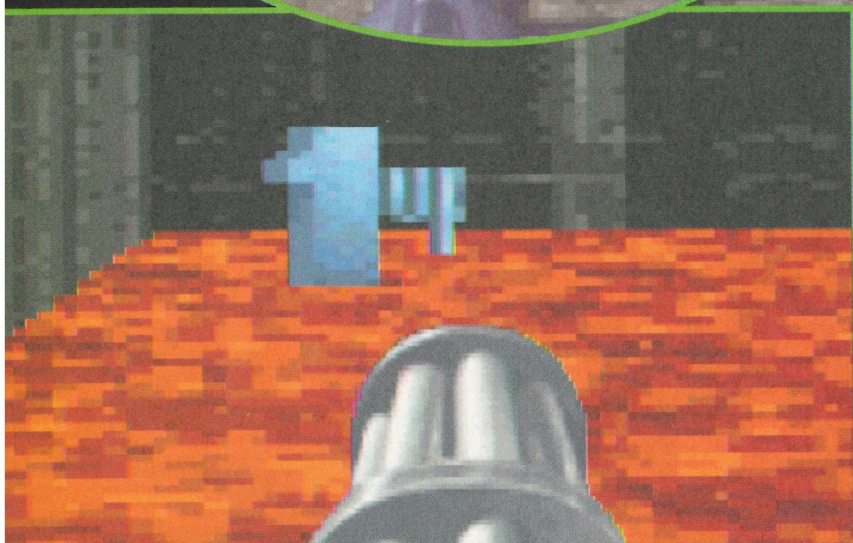


The ventilator shafts are in the game purely for decorative purposes, but they make good targets for a bit of shooting practice. Don't worry, you won't break them





This weapon will blow just about anything away with the greatest of ease. Take aim, fire and they will be no more



This machine gun looks like something straight out of World War One. It's of no use against this highly dangerous stream of molten lava though

## THE LOW-DOWN

**PUBLISHER** Manyk  
**CONTACT** 01302 890000  
**HD INSTALLABLE** No  
**PRICE** £29.99

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | 92%       |
| <b>SOUND</b>       | 90%       |
| <b>PLAYABILITY</b> | 89%       |
| <b>DIFFICULTY</b>  | Very Hard |

of the playing screen to improve the speed and fluidity of the scrolling. You see Fears is another slightly jerky scrolling fest unless you're the lucky owner of an accelerator. If you don't own one it may be worth delving deep within your pockets to find the cash to buy one. With the accelerator it's quick, it's smooth and more importantly, it's a whole lot more enjoyable.

If you so wish, there's a level editor so you can create your own battleground which seems a little strange as you'll know exactly where everything is, and you'll be able to cruise through with the greatest of ease. Where is the challenge in that?

As you become more proficient in the use of controls and disposing of the alien weirdos, it's possible to change your skill level from easy to normal to difficult. Thankfully the longevity of Fears is far more assured than most, due to the vast number of levels and the plethora of options.

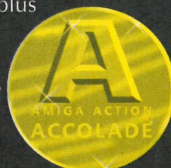
If these options alone aren't enough, there's still a link-up option for some duelling contests against a friend. Fears has by no means left anything on the shelf gathering dust, it's all here in abundance. As with Breed 3D and indeed Gloom, there are

some puzzles involving switches to hit which will open doors or remove walls in different parts of the level.

Where Fears has the upper hand is in the actual 'user friendly' department, due to the simple fact that you can save your game to restart at the point you left off. Let's face it, there's nothing like ploughing your way through several stages only to have to begin at the start of the entire game again. So it's a thumbs up for this option alone.

All in all there's so much to explore and suss out here, Fears can't possibly fail. The Doom clones are all clocking in with very high scores as they're all top quality products. Although the general idea is the same – run around the levels blasting enemies apart, locate the weapons and switches and find your way to the exit, each has its own plus and minus points.

Fears is a credible game that stands on its own and doesn't rely on gore alone.



**P**robably the most complete Doom clone to date. Fears guarantees more hours of gameplay than most due to its complex set-up and the numerous tasks you must undertake to complete a level. Obviously there are a few minor faults which could've been ironed out, but as far as the overall look and feel of the game go, it's simply the best 3D shoot-'em-up yet! Yes, it beats both Gloom and Alien Breed 3D to a pulp, before biting off their heads and spitting them out again!

**REVIEWED BY** ANDY

## SECOND OPINION

**W**e've had so many games to review this month that frankly I haven't had the time to spend on this. I did however sneak half an hour when Andy could bear to put it down, and yes, it certainly takes some beating. These guys care more about the Amiga than Escom!

**OPINION BY** Paul

## OVERALL SCORE

92%



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# Wheelspin

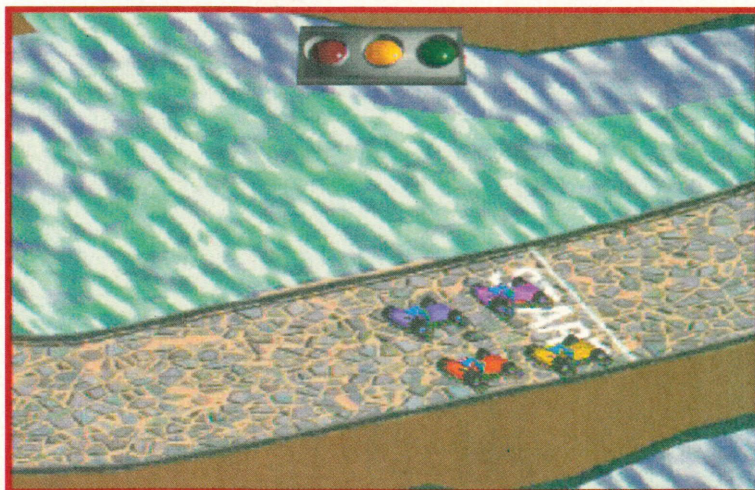
**Not so much a spinning of wheels than an agonising struggle to accelerate beyond the speed of a crippled snail**



**S**uper Skidmarks has never really had any form of competition from any quarter since it's release. There have been few attempts to improve on the original Skidmarks in actual fact but there have been no attempts since the release of Super Skidmarks to push the genre's boundaries further. That is until Wheelspin finally gets its commercial release.

Black Legend will be hoping that this will be as big a success as Super Skidmarks which is still riding high in the charts. Unfortunately for them Wheelspin doesn't even come within a whale's length of the ultimate driving experience to date.

Never before have we all sat and openly laughed at a game we'd just loaded. Sure, it cheered us all up on a particularly dull morning but that's all. Wheelspin is perhaps the poorest game of its kind. Ever.

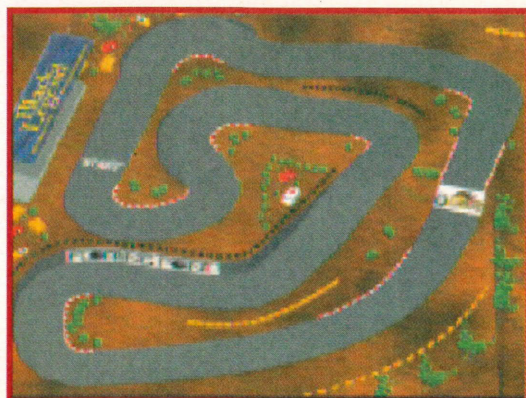


You see here that Wheelspin certainly looks impressive enough as the cars line up for a five lap adrenaline filled race around one of the world's toughest circuits. But it doesn't play well at all

### Faltering

Thankfully there's been plenty of time spent on the music (not bad at all), graphics (likewise) and overall look of the game but there's one thing missing, the gameplay. Your chosen car is supposed to accelerate using the fire button but this is where it falters terribly. A press of the fire button will accelerate your vehicle at the speed of a steam roller. And then it will continue at this pace until the race is over.

The perspective of the car is even way out on numerous points and looks as if it's floating above the ground. Another annoying glitch happens when you merely veer off the circuit for a millisecond. This will result in you being 'beached' for ages. Now where's



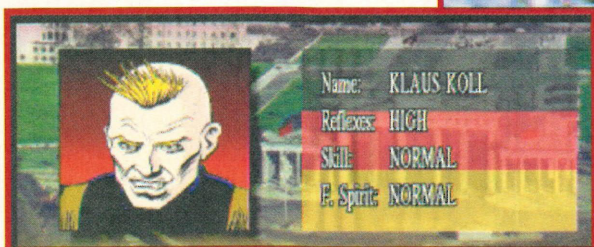
One of the many circuits you will encounter if you actually play for over five minutes



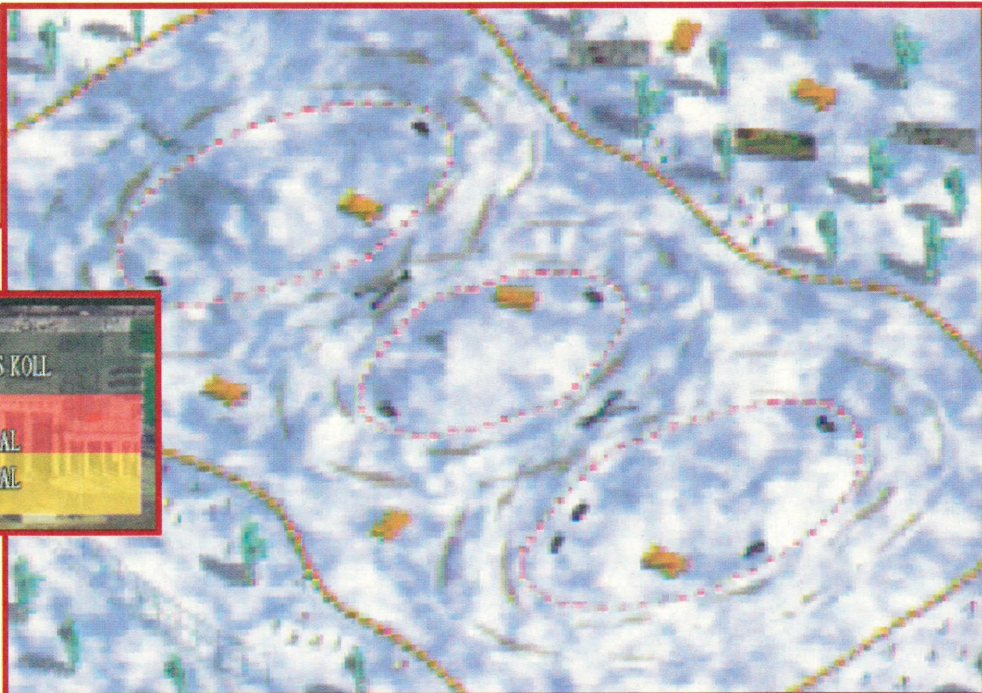
Can't see the circuit? Nevermind because your car won't be on it for long anyway



The icy circuits do not seem to have any effect on your car because every track is icy in Wheelspin, regardless of whether there's ice there or not. Many a minute will be spent spooning around off the circuit until you become frustrated and switch the game off



He looks mean and drives like a man possessed. That is until you take the wheel of his car at which stage he drives like a blind man!



The shop gives you the option to build your car into the ultimate driving machine

the fun in all this? The answer is simple - there isn't any.

Each circuit is unique and well thought out even if they do look identical to the types of circuits seen in the Skidmarks games. This is as close as it comes unfortunately.

Before embarking on a season of races you must choose which kind of vehicle you are to race in whether it be a sports car, buggy or an off road vehicle. Next you must choose exactly which driver you are.

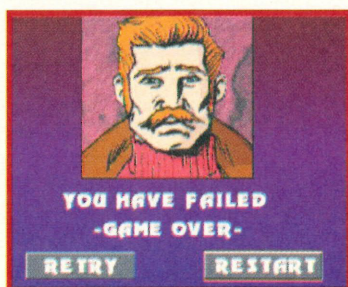
They all have their own individual strengths and weaknesses apparently, but they all drive slower than a learner and handle their vehicles like a hovercraft. Yes, your car can be facing one direction and travelling in completely the opposite direction altogether!

Once a race is (thankfully) over you are awarded points relating to your final placing and a sum of money to spend in the shop to improve your car. And guess what? Your car never actually improves at all, it's always the slowest most useless piece of scrap on

the circuit. Clever eh? Just when you think you're going to be unstoppable, you're brought crashing to Earth with the realisation that absolutely nothing has changed.

It's a shame that the entire package is let down by the gameplay as the circuits and the shopping sections both look rather impressive. As do the drivers and game screens. A little more time and effort and it could have rivalled the best of the best.

As it stands however, Wheelspin is perhaps the most dispicable waste of six disks ever! No, in fact, it definitely is!



A familiar sight to anyone if they suffer a full season of racing

## THE LOW-DOWN

**PUBLISHER** Black Legend  
**CONTACT** 01438 840004  
**HD INSTALLABLE** No  
**PRICE** £TBA

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | 81%       |
| <b>SOUND</b>       | 85%       |
| <b>PLAYABILITY</b> | 11%       |
| <b>DIFFICULTY</b>  | Very hard |

The loading screen appears, and yes, it looks pretty impressive. Next up the game options, not a bad set up, easy to understand. Choose the drivers now - yes, they all look reasonably impressive too. Load the track in - takes a bit of time but sure true to form, it does look good. Now it's time to race - oh no! Nothing is happening! My car's floating in mid air, the other cars have sped off and I can't really catch them up in a million years can I? Hang on, why's my car going that way? Now I'm stuck off the circuit, I've been lapped. You get the picture. It's rubbish.

**REVIEWED BY ANDY**

## SECOND OPINION

Not perhaps the best racing game on the market, but nonetheless - doh! What am I talking about? This is one of the worst Amiga games I have ever played, and I long for the heady days of Dracula and Last Action Hero. If this is the future then the Amiga is dead.

**REVIEWED BY PAUL**

**OVERALL SCORE**  
**23%**



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| G0009 INSHAK                   | 30.99</ |



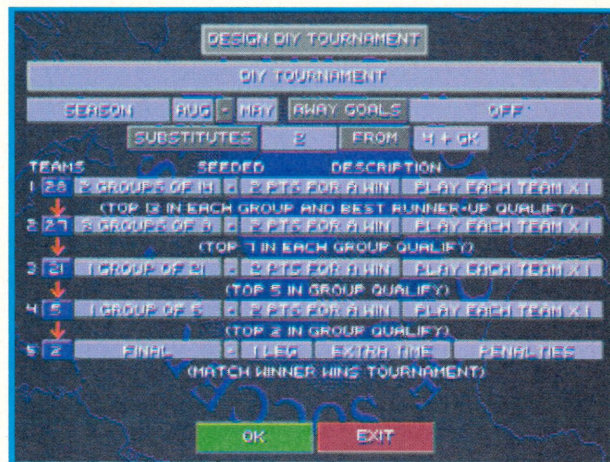
# SENSIBLE WORLD OF SOCCER

**Publisher** Renegade

**Price** £14.99 in selected emporia

When Sensible Software completed their second football effort (MicroProse Soccer was their first so we're talking about the original Sensible Soccer here, should you become confused) they broke the mould as far as football video games are concerned, and have, frankly, never looked back. Sensible World of Soccer, whilst largely cashing in on the phenomenal success of its predecessor (Sensible Soccer, not MicroProse Soccer, should you become.. etc) is nonetheless an excellent product in its own right which takes the genre one step further.

As well as the tiny sprites, inspiring sound and ultimate playability, we found that Sensible had introduced a managerial element, which whilst not perhaps quite so great as certain of us had, ahem, once suggested, it lent the game a new dimension.



**Reviewed by**  
Paul

**SCORE** 90%

## THE LION KING

**Publisher** Virgin

**Price** £ as low as 17 in places!

Virgins' Disney platform follow-up to their smash hit Aladdin was almost, but not quite as impressive. Simba is the cheeky young lion cub with a great big destiny, namely to become the king of the jungle, and the Lion King puts you in his, um, saddle as he progresses through numerous levels of jungle-romping fun and frolics.

Unlike conventional platform games where it's simply a case of running and jumping with a funny looking man, the Lion King, what with being about lions, takes a little getting used to in the control department. Simba has four legs you see, and as such moves in a different way and is the first indication that this not an ordinary game.

The graphics are startlingly good and portray your lion cub (who later becomes a full blown lion as the levels are conquered) excellently as he runs, jumps and fights his way to the top. Overly linear,



**Reviewed by**  
Paul

**SCORE** 87%



## SHADOW FIGHTER

**Publisher** Gremlin

**Price** Less than rrp in the Arndale!

Gremlin's most recent foray into the beat 'em-up world turned far more heads than even they expected I'm sure. Unfortunately the almost total lack of hype for the product resulted in very sluggish sales indeed. They're having another go through a budget release though and hopefully this time around it will go some way to fulfilling its potential.

There are a couple of good new beat'em-ups around at the moment, but at a cut price in my honest opinion Shadow Fighter offers the best overall value for money. Pretty standard storyline as you would expect, numerous fighters travelling around the world, fighting it out to become the ultimate champion, where Shadow Fighter scores points is in its easy to grasp gameplay and the fact that you don't need to spend four hours practising each and every special move.

A lot of people think it is the best beat'em-up

**Reviewed by**  
Steve

**SCORE** 90%



# SKIDMARKS

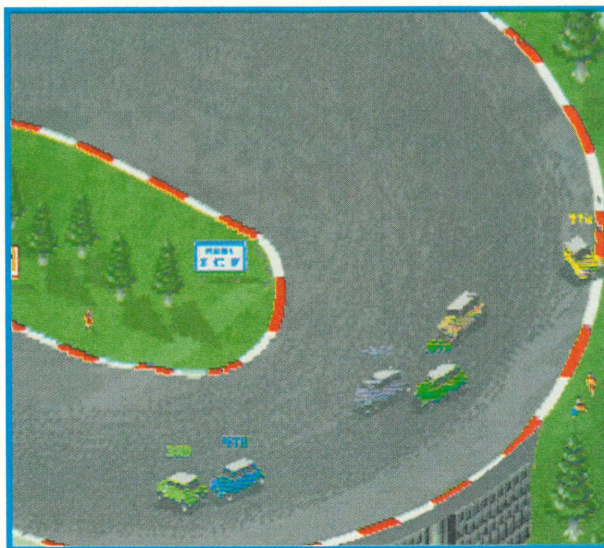
**Publisher** Acid

**Price** Pounds off at selected stores

Best racing game ever. It's as simple as that. You can have your Micro Machines for all I care, as long as I've got a copy of Skidmarks (or Skidmarks 2) I'm happy. I wouldn't buy it if you've got the sequel because in actuality the two aren't all that different, but if you haven't got either then you've been missing out for the last couple of years!

All out racing is the order of the day and if you're looking for thrills from your games you can't beat the feeling of skidding round the last bend and overtaking the leader just as you cross the finishing line. The graphics are superb (especially on the 1200 version) and the screeching sounds are more than acceptable when combined with the roaring engines of the competitor's cars.

Even better two player this is a game that every



**Reviewed by**  
Steve

**SCORE** 90%

# MAN UTD-THE DOUBLE

**Publisher** Krisalis

**Price** Cheap. Or so we're told

Arriving under the shadow of SWOS Krisalis missed out on a great many sales because of the more high profile Sensible release. In some ways I prefer this one. At least it was finished and wasn't riddled with flaws as Swos was, and the gameplay, although not quite as good, isn't really that much worse either.

Not as comprehensive as its main rival, Man Utd - The Double actually benefits from not being as cluttered. There's also the famous, and incredibly impressive Tactigrid which allows you to comprehensively alter your teams, and individual players tactics throughout the match in a friendly, easy to use fashion.

If you're fed up with Sensi you should think long and hard about checking out the budget version. As they say on that advert, try it, you might just like it!



Oh dear, this isn't the right grab at all. Well, you get the picture

**Reviewed by**  
Steve

**SCORE** 86%



# MORTAL KOMBAT II

**Publisher** Virgin

**Price** Shop around!

It's a beat'em-up fan's dream come true this month, what with Shadow Fighter and Mortal Kombat II both reappearing at cut price. For my money Mortal Kombat II just shades the battle between these two games, but I know plenty of people who disagree.

Programmed in a more realistic graphical style to Shadow Fighter, the game looks stunning and Virgin did the Amiga proud with this follow-up.

It's pretty harsh in terms of blood and finishing moves, and no doubt some parents won't want their kids getting their hands on it, but if you ask me, it's all harmless fun and the violence just adds to the ridiculous nature of the special moves.

There's some good budget stuff around at the moment, so much so that you're spoiled for choice. But no matter what else is available, you'd be a fool to ignore Mortal Kombat II. But then you're all a bunch of fools anyway!

**Reviewed by**  
Steve & Andy

**SCORE** 89%

Large white sliced loaf. Yes



# PD

## After Wheelspin, Andy Sharp was o

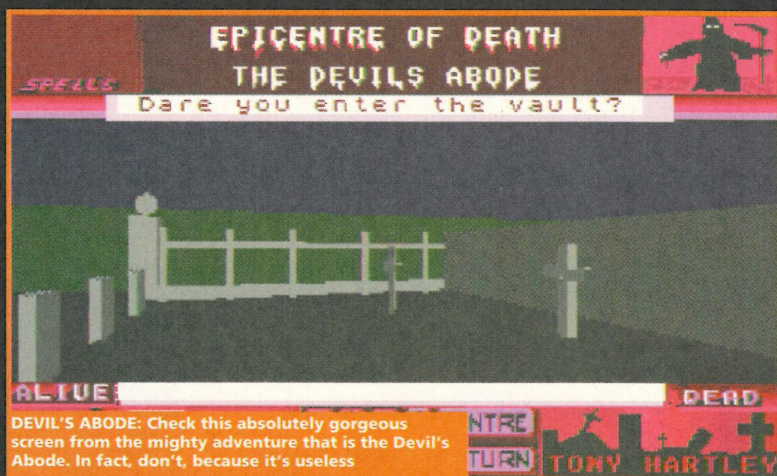
### Devil's Abode

17 Bit Software

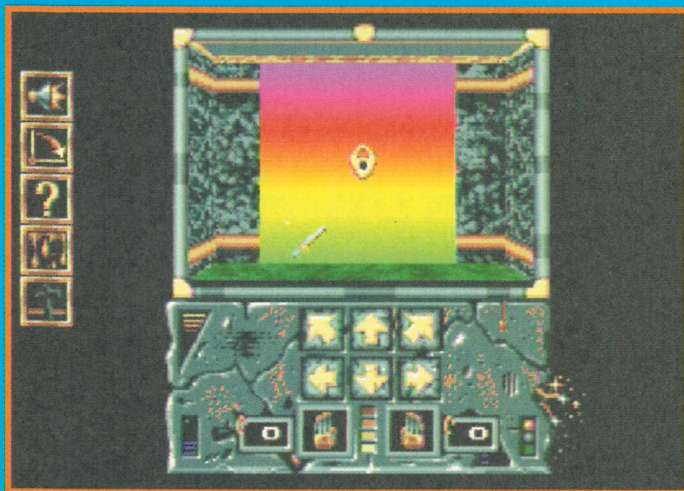
Dare you enter the devil's abode? This is the question you must ask yourself before you embark on what's quite possibly the most turgid piece of bile you're ever likely to come across.

Alright, so this is PD stuff, and you can't really expect to have the best quality product ever, but what is definitely needed is some decent gameplay. And this is where Devil's Abode stumbles badly.

This is another 3D first-person perspective game which is controlled using a mouse. The control system is pretty simple and just involves clicking



### Game of the month



### Black Dawns

17 Bit Software

Cast your mind back if you will to Legions Of Dawn a few issues back, and you will have the general idea what Black Dawns looks and plays like. It's unsurprisingly one of those 3D first-person perspective fests which will take an absolute age to suss out.

Initially you must choose between one of the four robotic heroes. They all have their own individual characteristics, right down to the small change they carry around for the shopping. Yep, you can buy new and improved weapons at certain points in the game, thereby vastly improving your chances of survival.

With the control system being a combination of mouse and keyboard, it seems initially to be pretty daunting. However you'll soon discover it's quite simple to suss out. Bear with it for a bit and there's a fair chance you'll end up being hooked.

the mouse button on the direction icon. No problem there, but this is where you're going to need some patience. Why? Well, the scrolling is so slow it's unbelievable. Slow and jerky in fact. For some reason you can take off and look down below. Not sure exactly why, but if you're lucky enough, your explorations may bring you a key to enter a door.

There's obviously more to Devil's Abode than this, but to be honest it really isn't worth harping on about any longer.

### Galleons

17 Bit Software

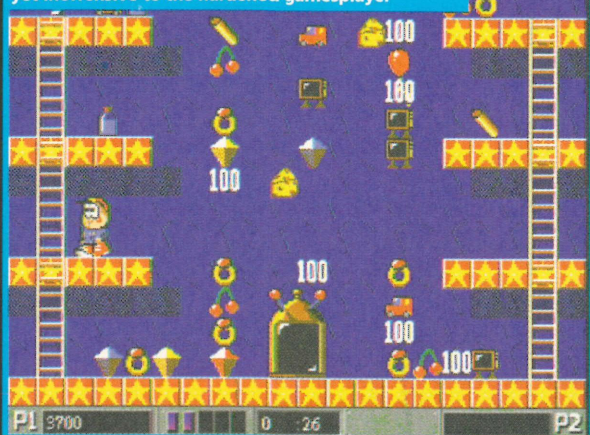
Duelling has taken many forms in the past, from simple hand to hand





# nly too happy to review some PD

**TRAP 'EM:** Bog standard platform enjoyment. Cute yet inoffensive to the hardened gamer



combat to all-out war. What's in store here is a duel between two rival galleons in days gone by. The small sprites must navigate their way around the land to get into an ideal blasting position.

Unfortunately, your ship will travel at speeds only seen previously by Donald Campbell. And he died in the process. Ignoring this factor however, your galleon can fire from the port or starboard (don't ask me which is left or right, because frankly I can never remember). The strength of your shot can be controlled by tapping your joystick up or down when safely anchored to a spot. As

for the direction of the shots, hit left or right. And it's as simple as that!

Your shots will inflict serious damage to land as well as the enemy, and it is possible to somewhat unrealistically carve out a route through tons of earth and rock if you feel that this is the way to go.

The main option allows you to choose how many hits a ship can take, but there are a few others. Galleons is extremely simple to play, but it's rather lacking in originality and longevity to be honest.

## Dark Angel

17 Bit Software

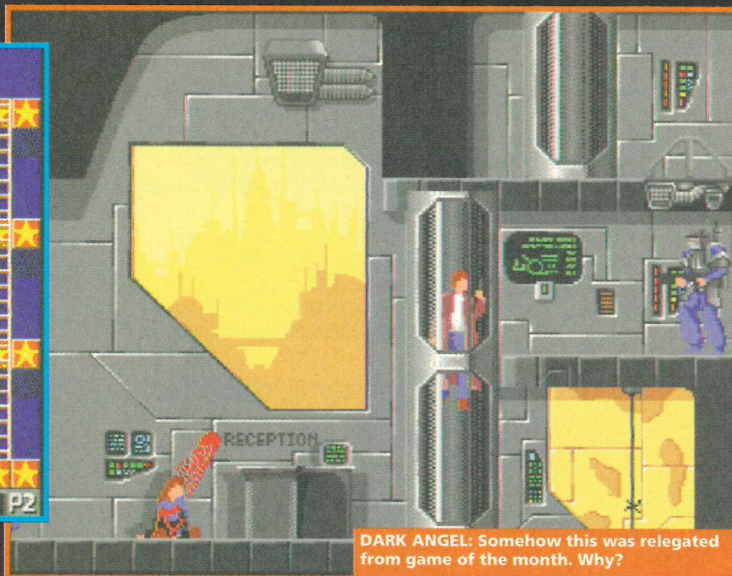
Can it be true? Can it really be that what we have here is perhaps the most stupendous PD release ever? Well, if it isn't then it's certainly in the top five!

Like most PD games it draws on a couple of big releases from days gone by. The inspiration for Dark Angel is clearly taken from Flashback and Another World.

The story takes place in the 21st Century after crime has been wiped out by an android-type police force. Unfortunately the androids then go all funny and begin a rampage which allows crime rates to rise once again. It's now down to a crack team of renegades known as the Dark Angels to put an end to the android crime wave once and for all.

Since this is a large Flashback-type adventure it will knock you back six quid, but it's got plenty to keep the average punter involved for quite some time.

Your character has only one life so there's no let up in the action. You'll have to learn the joystick functions as you go along, which are quite complex yet simple to use, whether you are rolling, ducking, shooting or running.



**DARK ANGEL:** Somehow this was relegated from game of the month. Why?

## Trap 'Em

17 Bit Software

Take a quick look at the title of this game and you'll instantly conjure up visions of a colourful platformer involving simple gameplay and level after level of frantic running around. And you know what? That's exactly what you get.

You carry a trap around the level and drop it where the pesky vermin will wander. Whilst they're trapped you must blast furiously away at the static enemy until they're no more. Along the way there are bonuses to pick up, and once a level is cleared you must step into the exit to access the next stage.

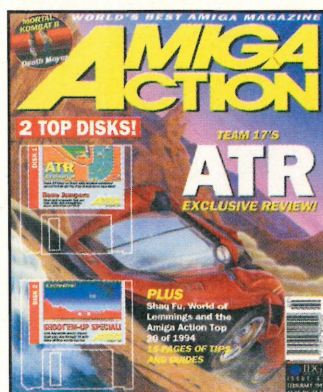
Between the stages you have the option of stepping into a shop to buy more traps or other useful items. The amount of money you will have to spend all depends on how quickly you clear a stage. It's all against the clock you see. There's also a bonus stage where you collect as many icons as possible and leave the area before the time runs out. Top stuff.

## Contacts

**17 Bit Software:** 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH. Tel: 01924 366982



# BACK ISSUES



## ISSUE 67 FEBRUARY '95

Cover - ATR

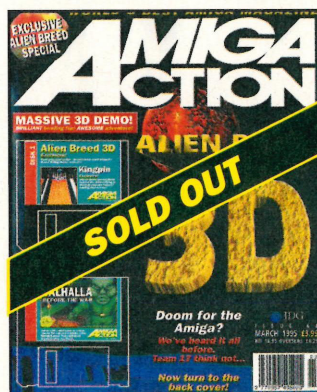
Coverdisk - ATR, Base Jumpers, Exclusive Shoo!em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey

Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion

PLUS - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



## ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life

Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It

GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



## ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special

4 Coverdisks! - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)

Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball

PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy



## ISSUE 70 MAY '95

Cover - Manchester Utd - The Double

Coverdisk - Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon

Features - The End?

Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz

GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War

PLUS Previews - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



## ISSUE 71 JUNE '95

Cover - Brutal - Paws of Fury

Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania

Features - You Specky Get, World Wide Wonders (Internet)

Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery

GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis



## ISSUE 72 JULY '95

Cover - All Stars Tennis

Coverdisk - Ultimate Soccer Manager, Ruffian, Mortal Kombat

Features - Get a Life!

Reviews - Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32

GTGAs - Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path

PLUS Previews - All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader



## ISSUE 73 AUGUST '95

Cover - Sensible Golf

Coverdisk - Quik the Thunder Rabbit - Fantastic full game giveaway

Features - It's in the Net (Team 17 Cyber Football), Get a Life!

Reviews - F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2

GTGAs - Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit

PLUS Previews - Hyborea: Conan the Destroyer, Pole Position, Tiny Troops



## ISSUE 74 SEPTEMBER '95

Cover - The Speris Legacy

Coverdisk - Quik the Thunder Rabbit Pt 2, Timekeepers

Features - Worms, Do a Game entries, Massive Tips Extravaganza

Reviews - Approach Trainer, Gloom, The Speris Legacy, Super Street Fighter II, Timekeepers, Top of the League

GTGAs - Indiana Jones and the Fate of Atlantis - The Final Part

PLUS Preview - Wheelspin, and many others far too numerous to list in this tiny little space. It's an all out preview-arama!

## Send me my back issues!

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Write up your alley!

W

rite Up Your Alley is the all new weak entendre which passes for five pages of pure magazine interaction. It is, no less, "The pages the readers write". Meaning you. Within these pages you will find letters of praise, letters of admonishment, reviews of games, reviews of... other stuff, and more besides. Um, you might notice that some of the letters aren't very interesting this month but we're getting a lot less than we used to so basically any old crap goes. Write something yourself and check out the theory! Or don't. Whatever...

Write up your alley!

Write up your alley!



## PANTS ON FIRE

Dear AA,  
It has come to my attention that I no longer feel I can buy your magazine, because you basically lie!! I refer to the Speris Legacy review that you carried in your September issue. After reading your review, my initial thoughts about the game should stick, that it was a great game. [Huh?] Unfortunately, for myself and many others (everyone who read the magazine that issue) [Not many then], you did not review Speris Legacy at all... in fact you reviewed a version of the game that was so incomplete it begs the question... how can you possibly review games?

Having played the latest CU Amiga demo, the game is TOTALLY different from the version you had in the magazine. Lets take for instance on page 22, where you have two different inside rooms and they are both of a totally different perspective!!!! You have mixed the old versions with newer versions of what amounts to demonstration versions only!!!! The trees changed type several times in your screenshots, I mean, what ARE you playing at?!?!?!? Certainly not Speris Legacy the game I'll bet!!!

This does not do the Amiga, yourself or the developers any bloody good at all, AND I DARE YOU TO BE ABLE TO REPLY TO THIS. Well done Amiga Action. I simply don't want to buy your magazine of lies.

Kindest regards and farewell,  
Danny Cheal, Kinson, Bournemouth.

**Hands up if you're gutted. Andy... Steve... myself - yep, that's everyone. We're all gutted. If only you knew about the ones we get away with...**

## HIRD IT ON THE... ETC

Hi there Thora, [She's gone mate]  
Just thought I'd write you a whinge or two to brighten up your day.

1. Things were bad enough when Boggit's Domain was changed to Son of Boggit, as the section was cut drastically in size, but why does he (Son of Boggit) keep tipping the same poxy games every month, ie. Monkey Island, Leisure Suit Larry, Valhalla and Police Quest. surely he doesn't get questions asked about the same games each month. What about the RPG's etc.?

2. Why is it that when the mag was £3.99 it was 100 pages long, and now it's only 84 pages for £4.25? Well that's it. Thanks for listening.  
Yours appreciatively,

Leslie Pacey, Elgin.

**1. SOB says: Splutter... outrage... I can only answer the letters that the readers send. And believe it or not, over half my mail comes from people who are stuck on either Monkey Island or Monkey Island 2. So there!**

**2. Because previously we were preposterously thin and overpriced, whereas now we provide excellent value for money and no mistake.**

## GIT YOU SUCKA

Dear Paul,  
I don't want to sound like I'm sucking up [well stop making that ridiculous noise with your mouth then], but you are a very good magazine. I have read other Amiga magazines and I cannot make head nor tail of them. Amiga computers are extremely good and cheap but I can never get hold of older games. At the moment I am looking for Sim City deluxe. I'm pissed off as buggery. [Steady, you'll be getting us censored again.] Could you give me information on how to get it? I've looked everywhere for a copy but all to no avail. Even better than giving me info, give me the game! Truthfully, you are the best Amiga magazine on this planet.  
Paul Sermon, Abingdon, Oxon.

**Truthfully, our games cupboard is now used solely as a platform on which the post tray stands. It is empty, which is why we now send out vouchers, and strangely we prefer it that way. It's easier.**

## LOOOO-SER!

Dear Paul,  
I have written once before asking if you could send me an address to contact Team 17. If you could send it to me at the above address I would be very pleased.  
Kind regards,  
Dale Carnell, Retford, Notts.  
PS. Keep up the good work with Amiga Action!

**Sorry about the delay Dale, but watch this space. There's an exclusive on that Team 17 address next month!  
PS. Indeed we will. Indeed... we... will.**

## IDIOM SAVANT

Hello,  
My name is Richardsom. I have an A2000 and I use it to help my father. He does propaganda for TV and I do animations for him. Here in my country Amiga computers are too

rare and the stores specialising in Amigas have only a few programs and games. Because of this it is so difficult to work with this computer, but I love my A2000 and I won't give up. I didn't know your magazine until a month ago, when a friend of mine arrived home after travelling through your country and showed me edition 71 of it.

I can't believe that in the UK the Amiga is so important to have a magazine full of it. And I really like your Amiga Action. I am writing to ask if you can send me some of your good magazine and the game Indiana Jones: Fate of Atlantis. I saw this game in edition 71 and I love this type of game, and here in Brazil I can't find it. I hope you can do it for me. I will be so grateful.

Congratulations for your Amiga Action!

Richardsom de Alencarr Savino Chaves [We think!], no address, but presumably in Brazil.

PS. I'm sorry about the mistakes of this letter, it's because I know little of your idiom.

**Unfortunately Dickyboy, as mentioned earlier our cupboards are bare, and I don't think a WH Smiths voucher would be too much consolation would it? I am, however, in a position to send magazines, or at least would be if you'd remembered to include your address. Doh!**

**PS. Your English is better than my Brazilian mate. Or Portugese, or whatever it is you jabber over there in Africa.**

**PPS. Erm, you'll never actually get to read this, will you?**

## DOING LIFE

Dear AA,  
I read the Get a Life section of your magazine with a mixture of interest and frustration every month. Firstly I would like to wonder what it's doing in an Amiga magazine in the first place when surely Amiga games should be given priority. But that's by the by, and seeing as it is included, my second wonder [Didn't Patsy Kensit used to sing for them?] is why you don't review other things. Reviews of videos and records are all very well as far as they go, but as a model fan as well as an Amiga fan I would like to see the latest remote control cars etc., or Star Trek models, or whatever is available, looked at and rated. And while you're on the subject of films, why not review cinema releases too as I'm sure far more people are interested in this. Books too would be a good idea. These are just thoughts, and I'm sure you'll do as you see fit, but thanks for



reading this anyway.  
James Spencer, email.

**Well Amiga games are given priority, but they're about as common as a man in the Queen Mum's bedroom, so we have to improvise, a dictionary definition of which is to 'fill space with any old tat'. So we do. Er, I mean, so we do a good job. Yes. The purpose of the section is to encourage the losers among you (and they are legion) to... get a life, and frankly James modelling is dull as phook, and therefore rather defeats the object. Cinema reviews would be a bit dated by the time you lot got hold of the mag, so they're out the window too, although I could review Bob Rodriguez' (of El Mariachi fame) Desperado, starring Antonio Banderas and Steve Buscemi because I saw it in Canada. Yes, I went to Canada for my holidays, did I tell you about that? Oh it was great, and this one particular time- [SHUT UP!! - absolutely everyone at IDG and the vast majority of the population of Lancashire].**  
**Hmm. Well, never let it be said that our readers requests are ignored. They continually are, but all the same, never let it be said. Perhaps you'll be more impressed with this month's sterling effort.**

## DEFINITELY NOT

Dear Amiga Action,  
In the May issue of Amiga Action you had a news story saying that Pitfall: The Mayan Adventure, which is out on the SNES, was being released for the CD32. I just wondered what had happened to the game because there has been no mention of it, even as a

preview, since then.  
One more thing, will Mortal Kombat III be coming out for the Amiga 1200? Richard Craig, Eniskillin.

**No, we had a story saying that it might come out. But now it definitely isn't. MKIII? Oh yes, you can bank on it.**

## EEWWWW!

Dear Talkback,  
When I was 14 (I'm now 19), I went on holiday with my parents and another family to Spain - I forget exactly where. During the fortnight the "grown-ups" became friendly with a couple from our apartment who, coincidentally, lived not far from us. I'm not saying where, as you'll understand later. The man of this couple seemed okay, friendly enough, and had a go at teaching my six year old sister how to swim, in the pool, holding her as she did the strokes, which I suppose is the way to do it. Imagine how we felt when less than a year later, there was a big story in a local newspaper about a - as they put it, "Sex Pest", who apparently had been caught flashing to children by a pond near a local school. The picture in the paper was the guy who we'd been friendly with on holiday!  
Eewwww!  
Well, you did say last month that stories didn't have to be Amiga related.  
Take care!  
Amanda George, no address.  
PS. Is the Amiga really dying? Should I be tapping my Dad up for the money for a PC?

**A fine story Amanda - I'll bet your sister hasn't stopped scrubbing yet. Herself, I mean - scrubbing herself. Actually though, I have a better one, and**

**it's perfectly true.**

**When I was 15 I went on a camping/football holiday with a youth club of sorts which was run in the main by a local pillar of the community. We all used to joke about this pillar being a "bit that way", but never thought too much about it, putting it down in the main to eccentricity. During this holiday I sustained a cut on my hand (actually it was more of a burn - the result of rampant joystick waggling on Track & Field in a local café), and, as the pillar pointed out, since we were camping in a field in which cows lived for 50 weeks of the year, a tetanus shot was in order, which said pillar was qualified to give. I baulked, fearing not only the needle, but the reputation of the pillar and said that no, I was okay thanks, to which he replied I wasn't, and that I should report to his tent in a few minutes time.**

**In these few minutes I learned that such injections don't necessarily have to be administered in the rear quarters, and can in fact be dealt to the upper arm, a discovery I pointed out to the pillar on arrival at his tent. He dismissed these claims as nonsense as I recall, and insisted that I pull my trolleys down and bare my arse, which, embarrassingly enough, I duly did to receive the obligatory and hilariously entendre-lending 'prick'.**

**Imagine my amusement then some six or so years later when he was sent to prison for indecent assault on several young men. Stop laughing! I'm traumatised.**

**PS. Yes. Yes.**

## INTERESTING LETTER

*Dear Sir/Madam,*

*I am just writing to thank you for your speedy service in getting my back issue to me. I bought issue 74 of your magazine at my local newsagents, got it home and the realised I needed issue 73 to play the full game on the front cover. I sent off an order complete with cheque at noon Tuesday August 29, and on the morning of Thursday 31 I received a large envelope containing issue 73.*

*This in itself is exceptional, but when you also consider that my cheque hadn't even cleared by the time by the time I was sat playing the game, it is a feat worth commending. It is a service that a lot of other magazines should take heed of, especially in this day and age where value for moey and service are at the top of most people's list of priorities.*

*Thank you once again,  
Dave Simcoates, Exeter.*

*Cheers Dave, that's, ah... really good to know.*



# READER Reviews

## TOTAL CARNAGE

ICE

**Reviewed by Minjat Faroo, Harlow**

Total Carnage is total crap! It's looks pathetic, it plays pathetic, it's too difficult, need I go on? Well I will. The idea is a good one. You're a tough soldier wading through hundreds of bad guys and blasting them to smithereens with a massive arsenal of weapons. The game is a bad one. You're a crap soldier wading through hundreds of crap baddies on rubbish backgrounds using rubbish weapons in this rubbish game. AVOID THIS GAME!

**Summary:** I only paid 15 quid for this, but that's £14.99 too much.

**10%**

## BANSHEE

Core Design

**Reviewed by Steve Allan, Chigsworth.**

Reminiscent of so many vertically scrolling shoot'em-ups of years gone by, Banshee nevertheless outshines them all and almost makes the sad old CD32 worth buying. Swoop from overhead onto innocent civilians, blow up prams, houses and anything else you like (not forgetting the tricky old enemy) in your excellent and ultra controllable plane. It's difficult to finish but well worth trying because they do not come much better than this one.

**Summary:** Noisy, colourful, playable and fun!!

**92%**

## WING COMMANDER

Mindscape

**Reviewed by Clem Thornton, Walton-on-Thames**

One of the more thoughtful games in recent years, and all the better for its appearances at a price of less than £10, Wing Commander is a space epic which will keep you occupied for hours as long as you have one particular commodity. Patience, because Wing Commander isn't a game that rips along, although personally I can't speak for the A1200.

Despite this though, the blend of strategy and arcade action is perfectly pitched to make the most of what the Amiga can do, and it comes highly recommended to everyone.

**Summary:** Ahead of its time, and still an excellent game today, but slightly slow.

**90%**



## Skeleton Krew

Core Design

**Reviewed by Michael Carrow, Barnstaple**

Not a bad shoot'em-up but far too easy. Quite why Amiga Action gave it such a good score is beyond me. It's one of those games that's fun while it lasts but unfortunately, for anyone with any gameplaying talent whatsoever, it only lasts for a couple of hours, or a day at the

## CLASSICAL Musing

**by David Crooks**

What makes the classic game? A reader speaks...

Three games spring to mind on the subject of classics. Lemmings, Space Invaders, Tetris.

So what is the link between these three games? They are classics, because they grip gamers, frustrate them, torment them and provides hours and hours of fun.

Everybody has their own ideas about the classic game of all time. There are absolutely loads of classic games around, most recently the MicroProse gem, Colonization. These are the games that people will return to time and time again. But what exactly are the ingredients of such a game?

### 1. Playability

The old favourite adage is that some games are 'all graphics and no gameplay.' I would guess that a huge proportion of Amiga owners would cite gameplay as the overriding factor of a game and would shun games like Shadow of the Beast - a graphical masterpiece but little else. Without playability a game is not played as often no matter how good it looked.

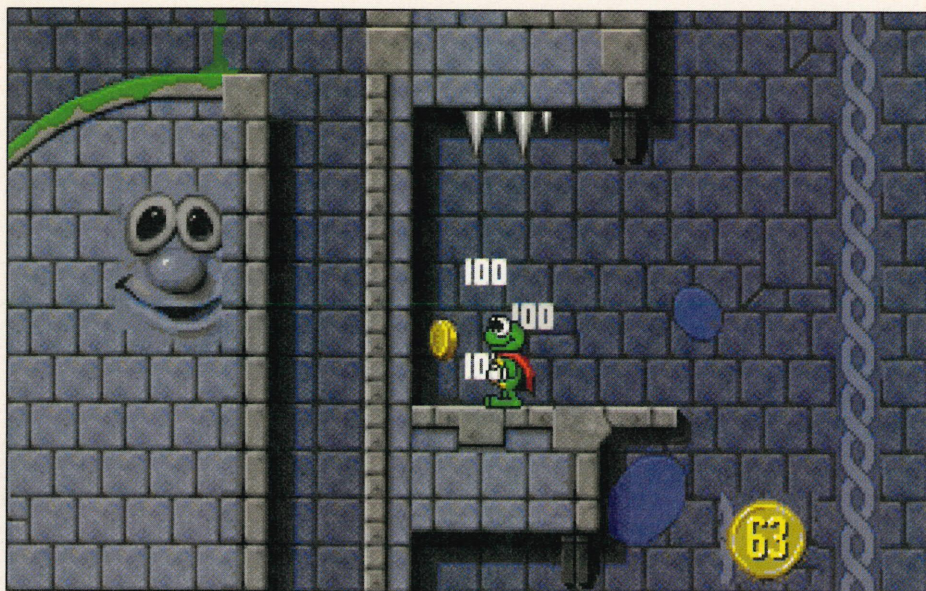
### 2. Originality

Simple and original concepts are usually the most fun to play. Pang is simple enough. You just blast at a balloon, split it into two and then blast again until the balloons disappear. Tetris is just about forming rows of blocks. But boy are they playable. They have that "Just one more go" factor which can make an instant classic, and they are different to anything witnessed before. The game scene is littered with beat'em-ups and platformers, so when an original concept appears which is playable and fun, it freshens things up and stands out as a "must have" commodity.

### 3. Graphics

But okay, a game with rubbish graphics is hardly likely to grab you in the first place is it? And a scruffy looking effort doesn't look good on game boxes, which means graphic hungry dwellers [Watchtalkin'bout?] would take





absolute outside!

**Summary:** Good fun, too easy  
Score **32%**

## Tower Assault

Team 17

**Reviewed by Daniel Hindley**

The Alien Breed series continues to go from strength to strength and if this is anything to go by I can't wait for Breed 3D. This is the most fun of all the Breed games so far with loads of gruesome aliens to massacre and plenty of puzzles to solve. As long as games this good are coming out the Amiga will never die!

**Summary:** Keep 'em coming like this.  
Score 96%

## Brutal - Paws of Fury

Gametek

**Reviewed by Michael Carrow, Barnstaple**

I bought this on the strength of the Amiga Action review, which gave it 90%. Quite how this mark was decided upon is beyond me because Brutal is dire. It's one of the worst games I've ever played and when you consider I run my own PD library it's

up against some pretty stiff competition. Come on AA, what are you playing at? 90%?

**Summary:** Poorer than a church mouse.

Score **9%**

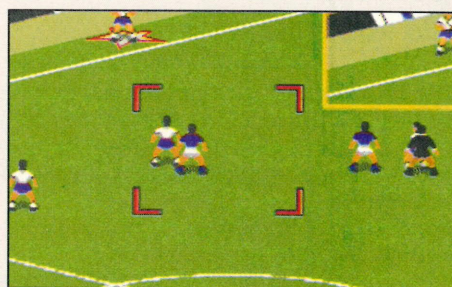
## Sensible World of Soccer

**Reviewed by Mike Watts, Hull**

This is the biggest disappointment in all the years I've owned an Amiga. Quite obviously rushed because there are so many bugs and problems in it, and the gameplay itself isn't much of an improvement over the original. Maybe Sensible Software bit off a little more than they could chew with such an ambitious project, and have shown that even they can falter from time to time, and that not everything they touch turns to gold.

**Summary:** Not the biggy we all expected.

Score **70%**



one look, scream, and not give it a second glance. So this is why developers like to employ fantastic animation and state of the art artwork [?].

Space Invaders lacked decent graphics and while it didn't detract from the gameplay it is sure a lot more fun to root out a PD version with the same gameplay elements but superlative graphics. In terms of a classic game, graphics aren't all that important. The three classics that I mentioned at first could hardly be given awards for good looks but they are clear and adequate and do not detract from the gameplay in the slightest. So what I'm saying is, if the graphics do the job perfectly then there isn't a problem.

### 4. Sound

Sensible Soccer is the football Amiga classic. Imagine playing the game without sound. Try it the next time you play and you'll find that a major part of the game is destroyed.

Sound equals atmosphere. Doom without sound? It would be a disaster. Having a thumping tune playing in the background would enhance procedures tenfold in a platform game and could even give it a fresh outlook. On the other hand, have a game with the most irritating music imaginable or extremely lame spot effects and you would be looking at a massive turn-off.

As with graphics, sound isn't the be-all and end-all, but the classic games have sound that is appropriate to the genre (music with all the joys of spring is ideal for a platform game for example) [But haven't you just said that a thumping tune is good for platformers...?] and classics have sound which doesn't grate and make you want to turn it off.

### 5. Gripping

When you sit down and play a game [Are we having fun yet?] you expect to be able to stick the disk in the drive, wait for it to load and then start blasting away. You expect to be enthralled right from the start. What you definitely do not want to be doing is wading through piles of instructions just to be able to move—

*—Oh dear, we've run out of room, and just when it was getting... yawn... interesting. Well never mind, we're sure you get the point, if indeed there was one and our point is this: What do YOU think makes the perfect game? What do you think IS the perfect game, the best Amiga game ever? Turn the page NOW and help make Amiga games history with the inaugural Reader Superleagues. Like, woo-hoo.*



# Fill in and win! It's an absolute treat, seriously.

*Tell us all in the space below and help us compile the oh-so interesting Readers Superleague which will sit proudly next to our very own leagues in the back of the magazine. Because it isn't what you might call a fascinating thing to do and we can't really see a reason why you'd want to bother, we're offering... incentives! A £50 voucher of sorts to the first three entries drawn. Prob'ly WH Smiths. Or Milletts.*

We'll not bother with flight sims or strategy games, because they're a bit bland at best. Feel free to photocopy this page if you don't want to ruin your mag further than it already has been by ourselves. Also feel free to send in contradicting multiple entries, because it'll make our pathetic postbag swell if nothing else.

Send your thoughts to:

**Amiga Action,  
IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP**  
just as soon as ever you can!

Best Amiga game of all time. Ever

Three next best games

The very worst Amiga game of all time

Three other really pump Amiga games

Best adventure game

Best shoot'em-up

Best sports sim

Best racing game

Best beat'em-up

Game with best graphics

Game with best sound

Game with woman with largest bosoms





## DON'T LOOK NOW

**...but we've got an A1200  
(and you can win it!)**

**And lo, the heavens opened and the sky spewed forth machines. And it came to pass that these machines looked like some others ones which used to be popular, but which disappeared a good while ago and nobody cares about any more. Or do they?**

**W**in an Amiga 1200! Savour those words readers. In fact, no, let them wash over you, and we'll print them again. Win an A1200! Yes, Amiga Technologies/Escom/Commodore or whatever the hell they're calling themselves this week have done the deed. They have made some more Amigas. Well actually, at the time of writing they're mid-make, so to speak, and if something goes wrong and production slips we're going to look pretty stupid, but it's never bothered us before and IT WILL NOT BOTHER US NOW!

What does this mean? Well in the long term it means boring things like "People will buy Amigas", but in the short term it means that every one of you – or more accurately, one of you – will be visited soon by an Amiga wielding delivery man intent on shedding his load on your doorstep. Which is a damn sight more appealing than it sounds, because in layman's terms, what it boils down to is that **YOU CAN WIN AN A1200**. And, erm, whatever games and other stuff comes with it, which we were told of but have neglected to care enough to remember.

So where are we up to? Well, it would seem as if, wobble wobbled, exclamations exclaimed and bullcrap spouted we are at the point where **YOU MUST ANSWER QUESTIONS**. To win. And for this very special competition we'd like to make things just a little bit different. Unfortunately we don't have a single idea between us so it's the tired old three questions format. Away you go, foolishly loyal readers, away you go.

### The Questions:

1. Did you really ever think the Amiga would go back on sale?

- A) No
- B) Of course not
- C) I still don't

2. The Amiga is:

- A) Better than a pentium PC?
- B) Better than a kick in the head?
- C) Better than your grandad at football?

3. Translated into, erm, Jabba Jabba language, the word 'Amiga' means:

- A) Mighty beast of gargantuan performance
- B) The best thing ever in the whole world ever
- C) Outmoded but vaguely quaint

Fill in the coupon below carefully and send it to us no later than October 20th. In fact no, make that October 27th. Yes, that's more like it.

### A1200 Competition

**Q1**

**Q2**

**Q3**

Name: .....

Address: .....

.....

Postcode: ..... Age: .....

Send your entries by October 27 to "A1200 Competition", Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES.



# Pinball Mania

21st Century Entertainment is set to support the revival of the Amiga with the latest in a long line of pinball releases from this pinball mad software house. Developed by Spidersoft, a development team well known for its quality projects, Pinball Mania could be the ultimate pinball test for any fan of the flipper tables. **ANDY SHARP** bungs in his 50p and pulls back the starter spring, readying himself for the Skill Shot.



When Pinball Mania hits the shops at the end of October, it will have four challenging and varied tables – Tarantula, Jailbreak, Jackpot and Kick-Off keeping with the theme of varying the subject matter as much as possible. An improvement that's been made to these new tables is in the table area itself. They're now much larger than before, which has meant that there's more room for some animations.



Unfortunately, if you don't own an A1200, then you're out of luck. Pinball Mania will only run on this machine or anything upwards due to the vast tables and the full multi-ball modes available, not to mention the flippers. On the bright side, Pinball Mania looks as if it will add a whole new dimension to the genre as a whole due to its size and variation. 21st century hopes that with the relaunch of the A1200, this will be a huge success. It may be a gamble that pays off. Don't bet against it.



The final release will incorporate all four of the tables seen here, and each will have four flippers for some added challenge. There will also be some multi-ball mayhem. Pinball Mania is by no means the most original concept ever, but if it lives up to the standards of 21st Century's previous outings, it's got to be a winner. At this stage it looks as if they've just about got it right. The combination of skill and gameplay with the top-notch graphics is a consolidation of 21st Century Entertainment's position as the leading pinball simulator.



The Tarantula table is spooked with locusts, webs, poison and a whole host of other obstacles for you to overcome whilst notching up your score. The Jailbreak table is looked over by an unforgiving judge who will do everything within his power to prevent you escaping your life sentence. The Kick-off table action revolves around the cheering terraces. Could you win the day? The final table, Jackpot, is all about the wonders of the casino, and is apparently designed to rival the real thing. To see if these tables live up to all their promise, you'll have to look out for a full review in the near future. At this stage there doesn't seem to be any reason for it not to be as great a success as previous pinball games.

## Project Pinball Mania

**Publisher** 21st Century Entertainment

**Team** Spidersoft

**Release** October

**Inspected by** Andy



# Virtual Karting



Ah, the joys of karting. How we all enjoy the challenge of racing like a demon around a (usually) rather tiny circuit in a converted warehouse. This is as close as most people will ever get to being their own Damon Hill or Michael Schumacher, albeit travelling at a top speed of around 90 km/h. Still, it's an entertaining pastime, and this release from OTM heralds the rise of kart racing. **ANDY SHARP** tentatively sits on the grid...

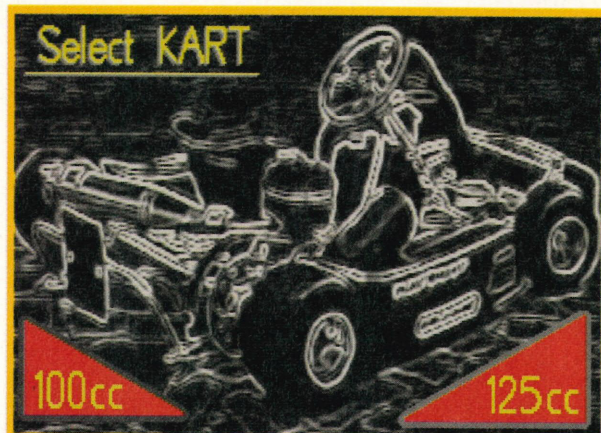


At this stage the sound effects are quite impressive, and if you own an accelerator for your Amiga then you can double the speed of your kart from 25 frames per second to 50 frames per second. This will result in an immediate increase in the difficulty level.

After choosing your kart, it's time to select the circuit. These vary from the slight challenge of the beginners course to the harshness of an ultra-difficult pro circuit. You may choose to qualify for any of these courses to better your position on the grid, as ploughing your way through the field around an understandably narrow circuit may take quite some time. It will take a while to get used to the speed and handling of the kart, which is best controlled using a joystick. Pushing Up will accelerate, and pushing Down will brake.



When Virtual Karting hits the streets in October, OTM is hoping to establish itself firmly as a top game producer. Owners of AGA machines will be able to experience for themselves how well the work has been done. Incorporating three tough circuits, two different kart classes and numerous intelligent computer karts, Virtual Karting could well be exactly what you're looking for. There are plenty of circuits to tackle numerous options to use in this fast-paced scooting sim.



One kart has manually controlled gears, which again will take some getting used to. At this stage it all runs pretty smoothly with the different views. The 3D view works well, and you can even see your feet working the pedals as you career round the circuits. The other view is from above and this has its advantages and disadvantages. Basically it's all down to your individual preference.



## Project Virtual Karting

**Publisher** OTM

**Team** In House

**Release** October

**Inspected by** Andy

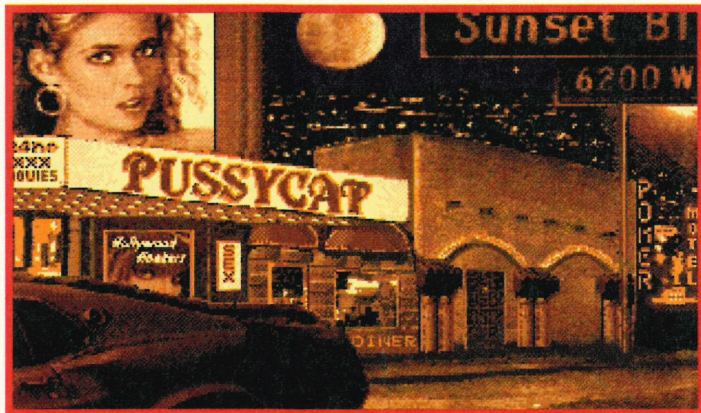


# Hollywood Hustler

Luck is something which happens to us all from time to time, whether it be good or bad. Generally bad unfortunately. Our resident loser **ANDY SHARP** is no stranger to fortune of the more depressing kind, and his venture into the seedy nightlife of LA has left him dazed, confused and severely out of pocket.



Hollywood has never been too kind to its down and outs, and prefers to let the world see the glamorous side of its showbusiness surroundings. This game however, lets the downside come to the fore. Hollywood Hustler brings together four of the hottest poker hustlers in town, including the shrewd Montana Slim (and yourself). The reason you're here is to retrieve your lost fortunes after losing everything you've ever owned, all in one day. You've definitely had a bad day and hopefully your luck will change here.



The problem with poker games is that at the end of the day, it's still only poker. So, Desert Star has added a few animations, sampled speech, intros, three different endings and erm, poker. The computer opponents are graced with their own personalities, skills and weaknesses. It's down to you to suss them out and either outplay or bluff your way through the proceedings to gain some hard cash.



What's available here is basically a poker game with a difference. There's an intro sequence, an end of game sequence and thankfully a game disk too. All of this will soon be available from the people at Desert Star Software, who after two years of programming finally believe that the gameplay is just about right. There's betting, bluffing, swearing and loud bodily function noises. In fact, there's only one thing that separates this from a real poker game - there's no money involved! So you have the opportunity of spending endless bundles of cash without actually worrying where your next meal is coming from. Look for a full review of this gambler's dream in the near future.



The entire package is presented in movie style, with clapperboards during the intro credits. Even the packaging comes in the

form of a video case. It all keeps in check with the Hollywood movie theme. As far as the gameplay itself is concerned, it may come as no surprise to discover that the number of hands you can achieve is so varied that the same hand is likely to never pop up at any stage in the proceedings again. It's an all-out longevity fest and no mistake.

**Project** Hollywood Hustler

**Publisher** Desert Star Software

**Team** In House

**Release** October

**Inspected by** Andy



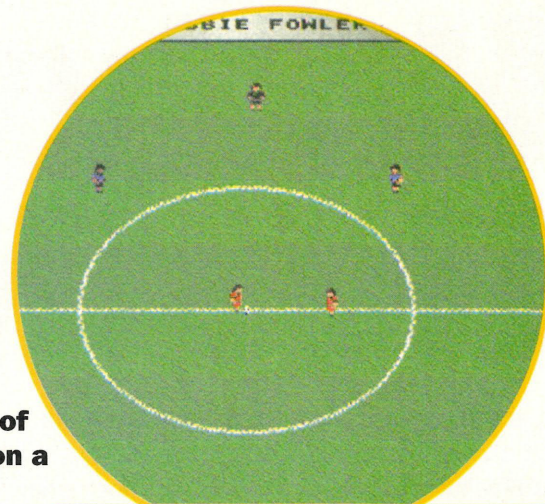
# TEAM

You simply can't keep football games down! Just when a month seems to have gone by without the slightest whiff of a football related game then BANG! one is slapped onto your desk. So, here's the latest in a (very) long line of 'em. At least it doesn't involve management of a team, it puts you straight into a game situation a la Sensible Soccer. Impact Software are due to release Team in October. **ANDY SHARP** prays he can do better than Alan Ball, albeit on a computer. It's only a game after all!

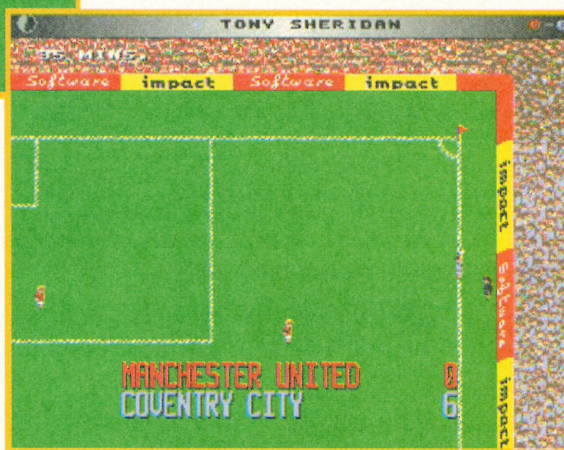


The pitch is viewed from above and bears more than a striking resemblance to the much loved Sensible Soccer outings. Your team is controlled using a joystick as you'd expect and equally unsurprising is the fact that you will control the player nearest the ball. The A1200 version will hopefully be cropping up around December time and will have much improved sound, music, graphics and a far smoother display. With updated versions and some data disks planned in the future Team could possibly have the longevity of the Sensible Soccer releases.

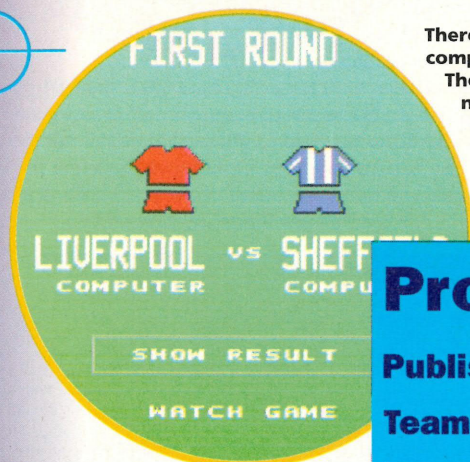
Football games vary wildly in terms of quality due to the fact that basically everybody and their pet dog has had a go at their own particular interpretation of the peoples' game. Where Team differs from the recent crop of footie games is in the fact that there's absolutely no management involved at any time. The only decision you have to make is your team's formation. After this you play the game itself as your selected team.



| MATCH REPORT      |              |               |
|-------------------|--------------|---------------|
| MANCHESTER UNITED |              | COVENTRY CITY |
| 0                 | GOALS        | 11            |
| 40                | POSSESSION   | 60            |
| 13                | FOULS        | 3             |
| 4                 | YELLOW CARDS | 0             |
| 1                 | RED CARDS    | 0             |
| 0                 | CORNERS      | 1             |
| 5                 | GOAL KICKS   | 2             |
| 2                 | THROW INS    | 4             |
| 3                 | FREE KICKS   | 13            |
| 0                 | PENALTIES    | 0             |
| 17                | SAVES        | 1             |



When Team is finally released it will incorporate each and every team and player from the English Premier League, all teams from World Cup USA '94 as well as up to date stats and transfers. Sure enough it does seem that everything has been thought of but the one option which makes Team look like a winner is the two player jobby. We all know that Sensible would never have been so popular without this. Look out for a full review very soon indeed.



There are numerous competitions: you can be part of from a cup competition, an entire league season or the usual single friendly match. The option screens have been kept as simple as possible to keep things nice and uncomplicated. At this stage it all fits together snugly and is particularly basic. It makes for a refreshing change from the highly detailed management games such as Ultimate Soccer Manager. So if you fancy a simple run around the field without the hassles this looks like it could be the one for you.

## Project Team

Publisher Impact Software

Team In-House

Release October

Inspected by Andy



Please note: Some titles may not be released at the time of going to press. Most titles are despatched same day, but can take up to 28 days. E&OE

**Monitor specification:** Philips HCS35 Video monitor with speaker – compatible with **AMIGA, ATARI, NES, SNES, MEGADRIIVE I/II, SATURN, PLAYSTATION & VCR** (price includes video lead). **Printer specification:** Philips NMS1136 9-pin NLQ Dot matrix printer, Epson/IBM compatible, 120CPS draft, tractor/single sheet fed, supplied with lead. Note: All equipment advertised is second-user and has been fully refurbished, tested and re-packaged in our warehouse facility and carries a 90 DAY WARRANTY. Prices advertised do not include P&P:- please add for single item – **£15**. Two items – **£19.50**. **ORDERING:** Please place orders by post ensuring that you specify item(s) required & your computer type. Cheques or postal orders only please, made out to "MICRO-T".



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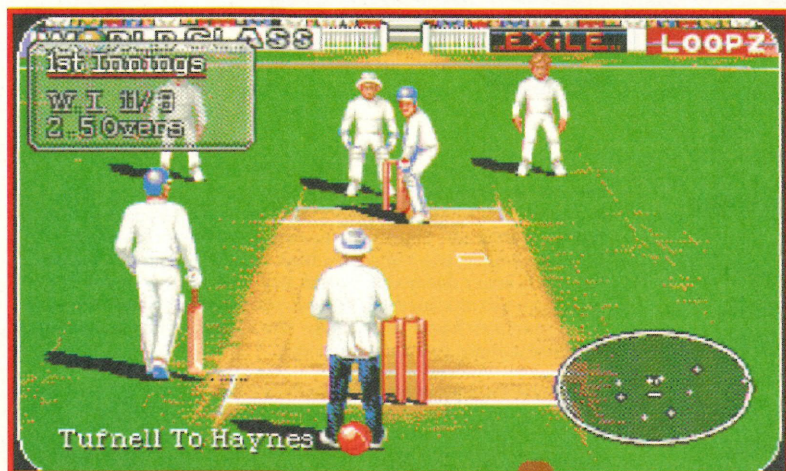
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# Audiogenic Cricket '95

90

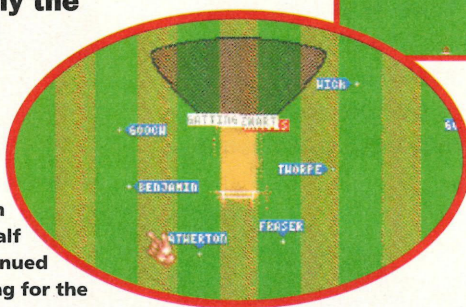
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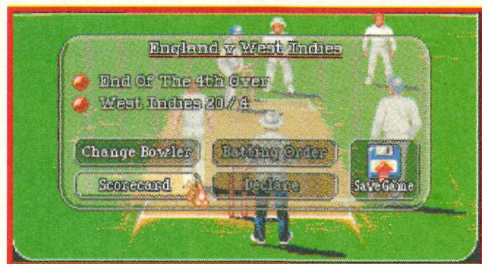
Graham Gooch, Brian Lara, World Class Cricket – call it what you want, but at the end of the day, they're all variations on the same game. But this is the '95 version and it incorporates a more user friendly approach than previous outings. It still has that Gooch look at the crease, and you can still use the joystick to control the batting and bowling. It's extremely simple to control, and as long as you have a strong wrist to cope with all the frenzied waggling (oer), you should be able to bat and bowl away all day.

With the summer cricket season drawing to its finalé, Audiogenic is getting set to step into that barely touched market of cricket sims once again. After success with Graham Gooch, Brian Lara et al, the latest cricket fest to come from this seemingly endless sports sim line is potentially the best yet. **ANDY SHARP** pads up and heads for the crease.

Where the '95 game differs from the previous outings is in the fielding. It's now a far simpler task, with easy to control fielders and a clear idea of which end you're throwing the ball to. Which brings me to another point. Remember how half your team ended up being run out as they continued running long after you've settled and are waiting for the next ball? Well this has been ironed out thankfully. You must now press the fire button before beginning any run, as your batsmen will automatically stop in the crease after their bats have touched down.

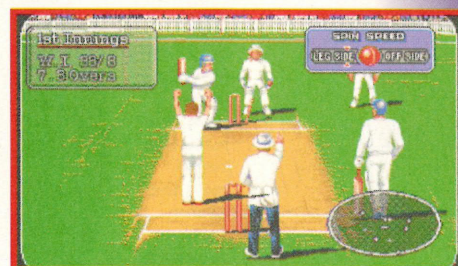


Your attacking and defensive strokes are executed using the joystick in the direction you wish to play the stroke, either downwards for attacking strokes or straight up for a defensive shot. But this isn't all. There are plenty of other strokes to play, and you're even capable of sneakily padding the wider balls away without playing a shot.



Graphically it still has the look of Gooch and its clones, but with the improved gameplay, sound effects and the all-round improvements, this may well be as popular a title as its predecessors. Audiogenic does seem to bring out some impressive and wholly realistic sports sims, and this looks like carrying on along the same lines at this early stage.

Bowling couldn't be simpler. All you have to do is choose your bowler type and then choose where to pitch the ball. Depending on whether you have a fast, swing or a spin bowler, it will take some joystick waggling to get the desired spin, speed or whatever. It works quite nicely and isn't too difficult on the old wrist for experienced jostlers.



## Project Audiogenic Cricket '95

Publisher Audiogenic

Team In House

Release TBA

Inspected by ANDY



# Tracksuit Manager 2

Yes, it's another football management game, but don't turn the page - not just yet. We take the trouble to write these things for you lot so the least you can do is read it, you set of ingrates. What's that, you had no intention of turning the page? You like football management games? You cannot, in actual fact, get enough of football management games? Hmm, well that would seem to make sense in light of the innumerable releases of this kind over the last 12 months, efforts which, on the whole have faired surprisingly well in the review stakes. It is fitting then is it not, asks **PAUL ROUNDELL**, that the game which effectively set the standard for modern, ahem, footy manny games (cringe), should return with a sequel? Well he thinks it is...

Hundreds of years ago in 1989, when God was but a twinkle in, erm, God's eye and you could get a bag of broken biscuits with change left over from 50p to buy an Italian sports car, Tracksuit Manager was born. Oozing head first from the ladyparts that is Alternative Software (which is most definitely not to say that they're a set of c-well, you get the picture), it was received with rapture from man and beast alike. With the exception of beast. And some men. Read on, read on...

| FA Premier Form |             |       |      | PREV | NEXT | EXIT |
|-----------------|-------------|-------|------|------|------|------|
|                 | LEAGUE      | PLACE | HOME | AWAY |      |      |
| 01              | COVENTRY C  | 01    | W    |      |      |      |
| 02              | NORWICH C   | 02    | W    |      |      |      |
| 03              | BLACKBURN R | 03    |      |      |      |      |
| 04              | WIMBLEDON   | 04    | W    |      |      | W    |
| 05              | MAN UTD     | 05    | W    |      |      |      |
| 06              | NEWCASTLE U | 06    |      |      |      | W    |
| 07              | LEEDS UTD   | 07    |      |      |      | D    |
| 08              | ASTON VILLA | 08    | D    |      |      |      |
| 09              | TOTTENHAM H | 09    |      |      |      | D    |
| 10              | IPSWICH T   | 10    | D    |      |      |      |
| 11              | Q.P.R.      | 11    |      |      |      | D    |
| 12              | EVERTON     | 12    | D    |      |      |      |
| 13              | MAN CITY    | 13    |      |      |      | D    |
| 14              | SOUTHAMPTON | 14    | D    |      |      |      |
| 15              | SHEFF WED   | 15    |      |      |      | L    |
| 16              | CHELSEA     | 16    | L    |      |      |      |
| 17              | C.PALACE    | 17    |      |      |      | L    |
| 18              | ARSENAL     | 18    | L    |      |      |      |
| 19              | WEST HAM U  | 19    |      |      |      | L    |
| 20              | LIVERPOOL   | 20    |      |      |      | L    |

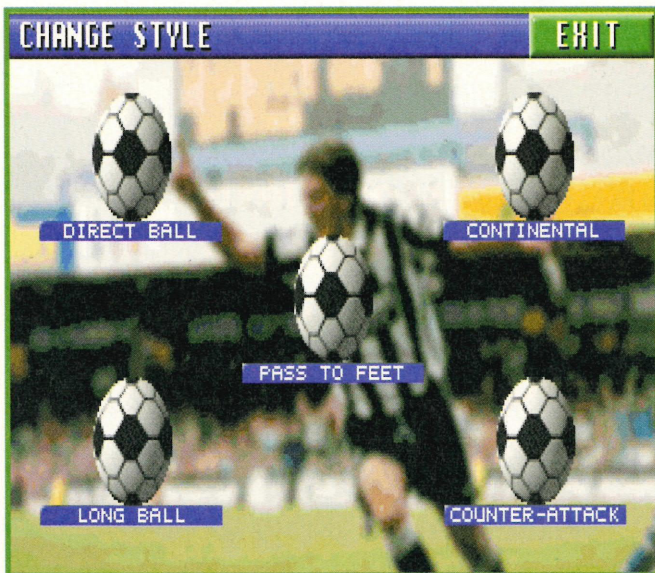
Yes. And since that time the football management simulation has been a whole different kettle of fish, with graphics playing a larger part, and statistics being included to the point of overload. Dozens of other efforts have superseded what Tracksuit Manager originally achieved, but now #2 is here to reclaim top spot. At least, that's the plan...



Rapturously welcomed was said software for the different slant it provided on a game of this ilk, with pseudo-juicy graphics and a whole host of other stuff which slips my mind for now but was no less impressive for all my memory deficiencies. The new breed of management game had arrived, and software companies everywhere saw that it was good. So they copied it and made a tidy bundle themselves, and bought expensive houses and got fat. Allegedly.



User-friendliness is something which Alternative are particularly stressing, and the linearity of just about every previous effort of this kind is being eradicated in favour of, well... erm, user friendliness! Data will be accessible from more or less any part of the game; for example a player's stats can be gleaned from the half time match screen, and his availability for transfer can be picked up on from within the league table set up. This flexibility is designed to iron out the frustrations of multiple clicks and waits for one simple piece of information.



Alternative Software are determined that TM2 will be the kanine's gonads of football management games, and have by their own admission spent far longer developing it than they had at first intended (The fact that it was originally going to be called Tracksuit Manager '94 suggests as much!). They're quick to point out that it's been programmed in the main by a football fanatic as opposed to someone who is purely interested in statistics.

| FA Premier  | PREV |   |   |   |   | NEXT |   |   |   |   | EXIT |   |   |  |  |
|-------------|------|---|---|---|---|------|---|---|---|---|------|---|---|--|--|
|             | PL   | W | D | L | F | A    | W | D | L | F | A    | P | T |  |  |
| COVENTRY C  | 1    | 1 | 0 | 0 | 2 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| NORWICH C   | 1    | 1 | 0 | 0 | 1 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| BLACKBURN R | 1    | 0 | 0 | 0 | 0 | 0    | 1 | 0 | 0 | 1 | 0    | 0 | 0 |  |  |
| WIMBLEDON   | 1    | 1 | 0 | 0 | 1 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| MAN UTD     | 1    | 1 | 0 | 0 | 1 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| NEWCASTLE U | 1    | 0 | 0 | 0 | 0 | 0    | 1 | 0 | 0 | 1 | 0    | 0 | 0 |  |  |
| LEEDS UTD   | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 1 | 0 | 0 | 0    | 0 | 1 |  |  |
| ASTON VILLA | 1    | 0 | 1 | 0 | 0 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| TOTTENHAM H | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 1 | 0 | 0 | 0    | 0 | 0 |  |  |
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| EVERTON     | 1    | 0 | 1 | 0 | 0 | 0    | 0 | 0 | 0 | 0 | 0    | 0 | 1 |  |  |
| MAN CITY    | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 1 | 0 | 0 | 0    | 0 | 0 |  |  |
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| CHELSEA     | 1    | 0 | 0 | 1 | 0 | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| C.PALACE    | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 0 | 1 | 0 | 1    | 0 | 0 |  |  |
| ARSENAL     | 1    | 0 | 0 | 1 | 0 | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 0 |  |  |
| WEST HAM U  | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 0 | 1 | 0 | 1    | 0 | 0 |  |  |
| LIVERPOOL   | 1    | 0 | 0 | 0 | 0 | 0    | 0 | 1 | 0 | 2 | 0    | 0 | 0 |  |  |

13 Aug

Unlike Tracksuit Manager's international tack, TM2 takes the more conventional domestic outlook, and comes complete with all the European trophies including the Champions League in its new "improved" form. Whereas most games would have you start either at non-league or third division level and work your way up, TM2 allows you to begin anywhere, with any team. Again, Alternative stress that they're catering for the true football fans: if you happen to be stupid enough to follow, say, Liverpool, then there's little fun to be had starting life in the Diadora League with Hunslet Town. So now you don't have to.

The inf... unsu... che... o...

PREV

|    |                 |    |    |
|----|-----------------|----|----|
| 1  | EVAN GIGGS      | 01 | 18 |
| 2  | NEIL ADAMS      | 01 | 17 |
| 3  | LEIGH JENKINSON | 01 | 16 |
| 4  | MICK QUINN      | 01 | 15 |
| 5  | PETER NOLOUJ    | 01 | 14 |
| 6  | ALAN SHEARER    | 01 | 13 |
| 7  | DEAN EKOKU      | 01 | 12 |
| 8  | DEAN HODDSWORTH | 01 | 11 |
| 9  | PETER BEARDSLEY | 01 | 10 |
| 10 | ANDY COLE       | 01 | 9  |
| 11 | MARK DRAPER     | 01 | 8  |

EXIT

b... bes... and in... have to...

Many of the icons which the programmers feel hamper the majority of present efforts have been dispensed with to make the game as easy to get into as possible, and the main interface takes the shape of the standard manager's office. Whichever team you choose to be comes complete with a full reserve squad of up and coming players, from whom you can draw when times are hard. If managed properly one or two of these players may become tomorrow's superstars and save you a great deal of cash.

Waiting is another feature of football management games which Alternative think you – YOU, THE LOYAL GAMESPLAYER! – could well do without. So they're sorting it out for you. If all goes according to plan then apart from the initial loading there will be just one or maybe two places in the game where – if you're using an A1200 – you have to wait for ore than half a second for anything to happen. Standard Amiga owners will be happy to note that everything takes just fractionally longer on your machines.



The information on every player is unsurpassed in its detail, although you can choose to play the game using as much or as little of what is on offer as you like. The board's confidence in you is relayed through an icon in your office, but on top of this there is a league table of sorts which shows how well you're performing against the other managers in the league. Match commentary is in the form of two commentators on a footy pitch background and may or may not be the best of its kind. Like everything though, and in wonderfully clichéd fashion, we'll have to wait until next month to find out.

# Project Tracksuit Manager

**Publisher** Alternative Software

**Team** **In-house**

Release October

Inspected by **Paul**



# GIVING THE GAM

## Colonization

Welcome to the second and final part of our no-stone-left-untuned guide to Sid Meier's follow-up to Civilization. We left you last month with a comprehensive guide to the trials and tribulations of warfare in the new world, but there's none of that violence stuff on the horizon this time. We're more interested in the question of leadership. Who is the best founding father for your settlement: Read on...

now develop any land square around your settlements without demands from the natives for compensation. Those red totem poles will be gone. BENJAMIN FRANKLIN: Negotiations with your rivals are much easier with BF in your pocket. Now you can hold off the other powers from initiating hostilities. THOMAS JEFFERSON: Very helpful from the mid-game onwards. Your statesmen will have everyone signing up for the Continental army in no time.

There are also some Founding Fathers that can be overlooked:

HENRY HUDSON:

Just how many fur pelts do you need? Choose HH if you want to drive the price of furs/coats down to 1 in a hurry.

JAKOB FUGGER:

This one's useless only because of the 'U'nload bug – by pressing the 'U' key in Europe you can still sell the goods that are boycotted.

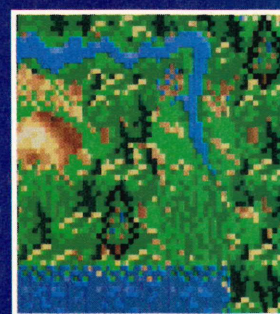
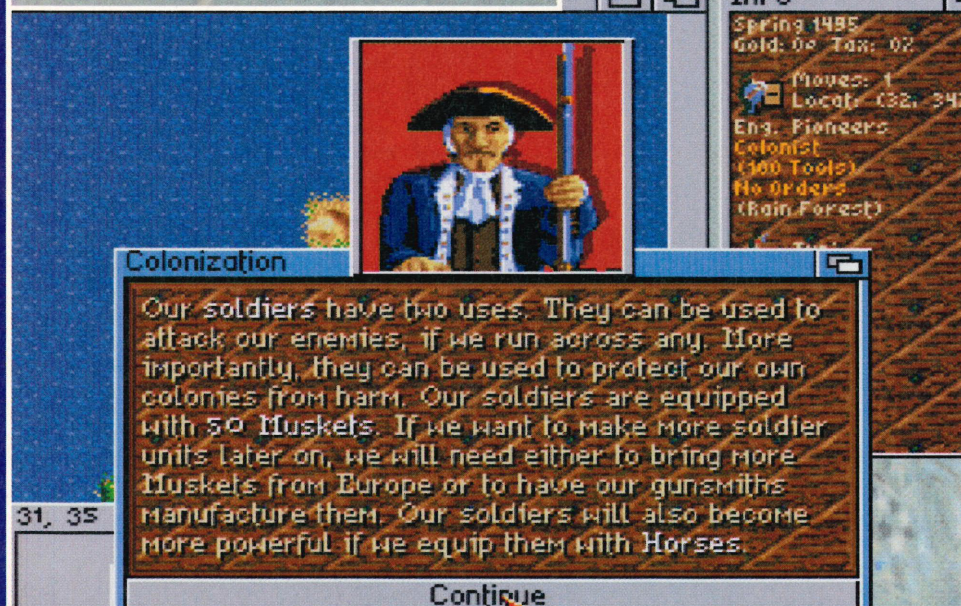
PAUL REVERE:

Insurance against forgetfulness? Unlike in Civ, other powers don't walk into your settlement to take it over unexpectedly. They announce breaking the treaty, which is enough for most to grab their guns. This guy's only useful in protecting a settlement with a population of three or less that has a stockade – you can't designate someone to become a soldier in this case.

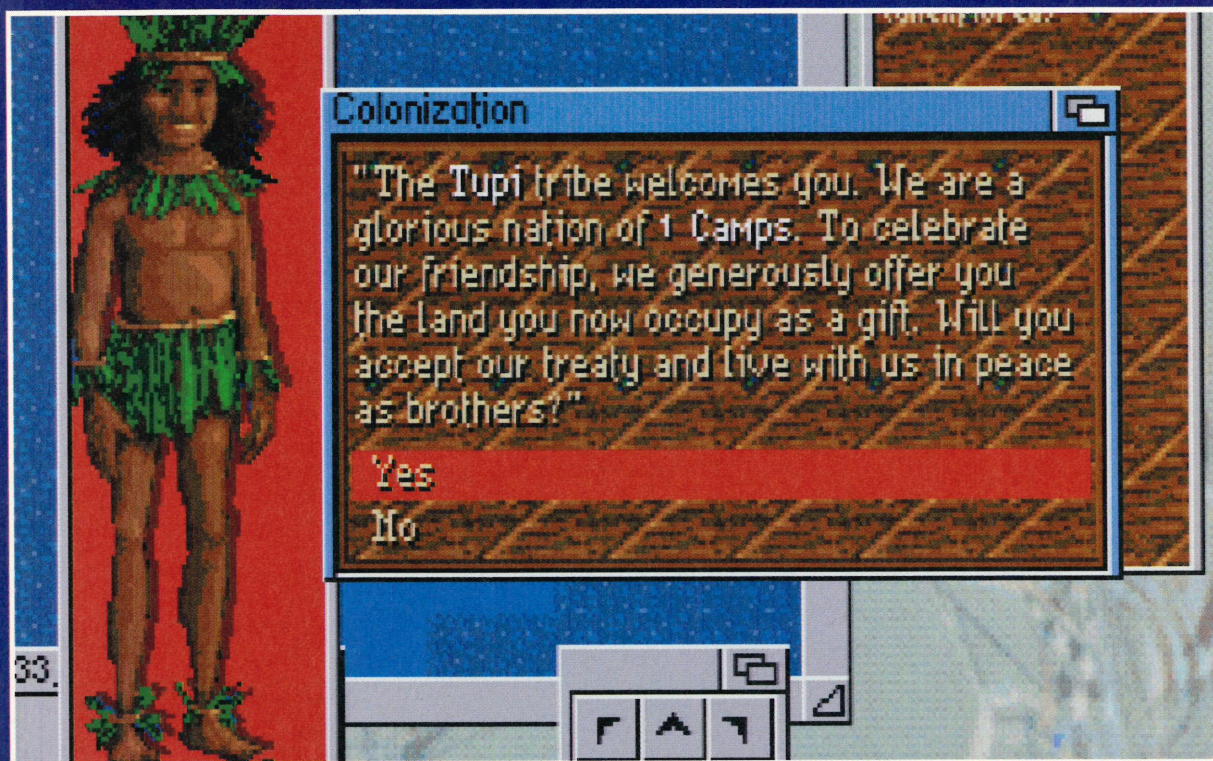
The others vary in usefulness, depending on how you handle the natives and trade relations. Simon Bolivar and John Paul Jones are useful prior to the declaration of independence, and William Brewster is particularly useful if your cross production is quite high. Peter Stuyvesant is useful in that he alleviates your workload; however, being able to keep a trickle of gold flowing during the revolution is meagre



SIEUR DE LA SALLE: Not having to worry about building a stockade for each of your settlements is a real plus, and Sieur is by far the most immediately useful. PETER MINUIT: With him you can







consideration for selecting PS. Don't pick Thomas Paine until later in the game, as you must give time for your tax rate to increase.

There seem to be as many different opinions about which make the best founding fathers. Evidently this part of the game was equalised pretty well, but the following are lists of founding fathers in descending order of usefulness.

## Early:

### 1. Thomas Jefferson:

Since he increases liberty bell production by 50%, he packs a double whammy: Not only will he allow your colonies to get production bonuses faster, but your next founding father will join sooner.

### 2. Peter Minuit:

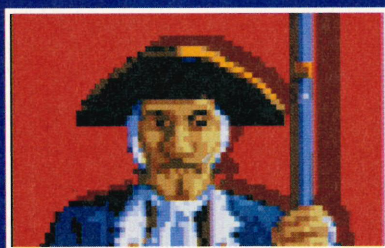
Unless you're Spanish, then get Cortes, and simply wipe out the nearest indian villages.

### 3. Benjamin Franklin:

Although your enemies will still sneak-attack you, you can wait to fully deal with them until YOU are ready.

### 4. William Penn:

A 50% increase in cross production can mean a greatly



increased flow of immigrants over the course of the game. Remember that criminals can make excellent missionaries, and indentured servants can easily be trained.

## Middle:

### 1. William Brewster:

At this point you should have enough missions, so you don't want any more criminals. And it is nice to be able to pick which colonist you want to recruit each time.

### 2. Francis Drake:

Privateers are fast, cheap and powerful, especially with the Drake bonus. They can terrorise an enemy's shipping, protect your own, participate in shipping cargo when needed, and transport new colonists to indian colonies for training.

### 3. Pocahontas:

At this point, the indians are often increasing alarm. (Of course, right before you get Pocahontas, you might go on a bloodthirsty destruction spree of tribes that are taking up valuable city spots).

## 4. Adam Smith:

Factories become very important as your colonies get to maximum size.

## 5. Jean de Brebeuf:

If you have a number of criminal missionaries in indian villages.

## Late:

### 1. Simon Bolivar:

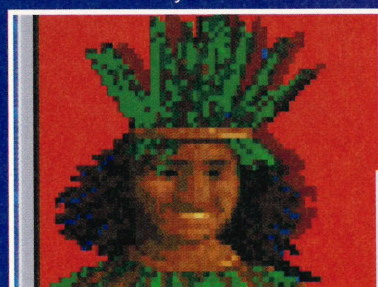
The +20% sons of liberty at this point can often send your original colonies up to 100%, and your newer colonies above 50%, for production bonuses.

### 2. Thomas Paine:

Your tax rate should be very high by now. Liberty bell production never loses its importance. In the War for Independence, it determines how soon you get foreign intervention and adds to your final score.

### 3. George Washington:

This is helpful in the final conflict, in getting all your soldiers up to confederate army status.



# Colonization



## Colonization

That's about it. Just remember to expand and develop like mad for the first hundred years or so (trying to appease the natives as best you can while so doing). Consolidate what you get and make lots of money for the next 50-100 years so that for the last 50 you can concentrate on GUNS. If all goes according to plan, you'll have achieved independence long before 1780!

### Colonization's quirks

There are some glitches and oddities in this game. Here are a few of the them to cast your eyes over:

**1.**

At some point in a game you may find declaring independence as the only way to save your empire. This may sound strange, but when you have another player surrounding many of your settlements with a large number of troops, the REF may start to look like a more attractive option! When you declare independence, all the enemy troops around your settlements disappear for some reason. Instead of having to face a large number of enemy troops around several colonies, against the REF you usually only have to focus on a set of troops around a few key landing sites at a time.

**2.**

The computer player doesn't seem to achieve independence by facing the REF. Instead, at some point you will get notice that some country is

considering granting independence once a certain number of the colonists are in favour of secession. Therefore, an enemy can be on the way to achieving independence AND still be looking to end your aspirations at the same time – something not possible for the human player. Note that when you receive this notice, you'll want to be thinking about seceding as well if you want to grab the "first to declare" point bonus.

**3.**

Once a settlement has a stockade around it, there is no way to get rid of it (the settlement, that is). Starving the settlement will only drive the population down to 1. You must remove all the colonists in order to remove all traces of the settlement. This is important to remember if you're trying to get rid of an enemy settlement that is too close to a number of your own and overlaps some of your resource squares.

**4.**

Combat doesn't seem to be according to the odds. It seems that every unit will eventually expire, no matter what the odds. Try reloading at a position before what you thought was a "sure thing" and see how many times your veteran dragoon gets beat by a rookie soldier.

**5.**

Don't found a settlement on a pine tree resource square, because for some reason the colony won't

produce lumber (just pelts and food). Founding on any other resource square produces food and the appropriate specialty.

**6.**

There's no indication that the computer selects founding fathers like you do. There are other privateers with the "Drake bonus" so they must do, but there is no way to find out. You may struggle to take over a settlement that has a factory, indicating Adam Smith in the Congress, and you should never have any trouble selecting exactly the founding fathers you want.

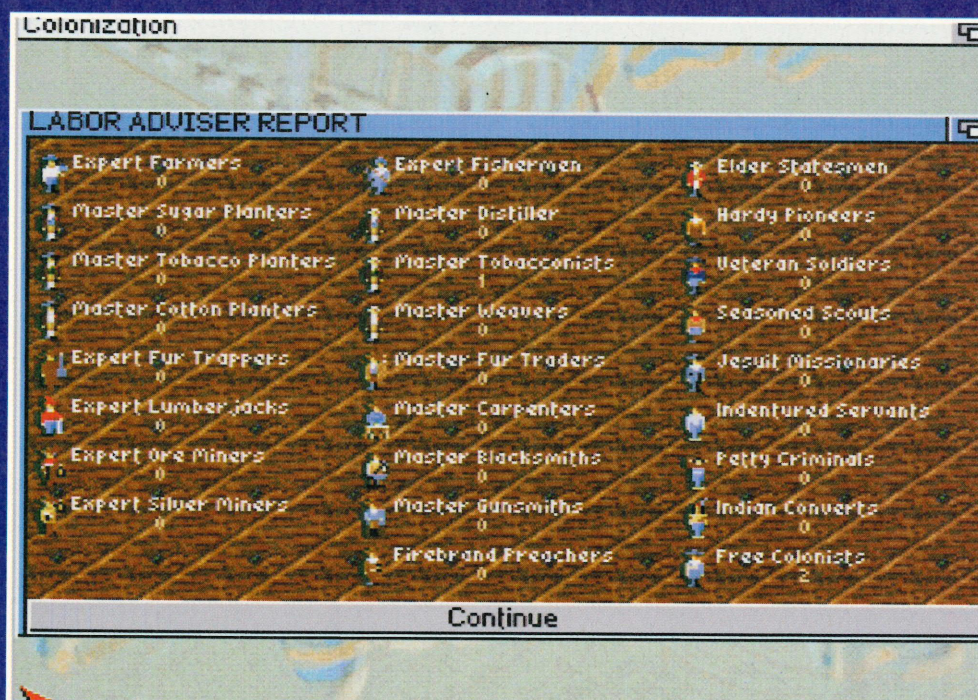
**7.**

Even if you're at peace with another player, the computer will eventually attack you. Oddly enough, this behaviour doesn't break the peace treaty, though any attempt at retaliation on your part does. This seems to happen only if you have Benjamin Franklin in your Congress.

**8.**

Some structures require a certain population level before they can be built in a settlement. The University and Cathedral are good examples (note again that a Cathedral requires 16 people, not eight). What should be noted is that you only need this minimum level to START building. So, for example, if you want a University to start training Elder Statesmen, just bring in some colonists to increase the population of your settlement to 10 and start building the University. Once construction is underway, you can

send back the colonists you had brought in and the University will still be built. The only sacrifice here is that your Sons of Freedom percentage will drop, so it's not a good idea to double your population just to build a structure sooner. The French or Dutch are your best bets, if only to profit off the indians, not attack them, and because the English just don't have a strong enough advantage to make them worthwhile at the higher levels. Requiring 1/3 less





crosses to produce a recruit is peanuts compared to a 50% reduction of indian alarm (French), or higher prices and a merchantman at the start of the game (Dutch). A 50% attack bonus against indian settlements (Spain) is also a better deal overall than a measly 1/3 bonus to cross production

## Tables

So far, there are two:

### 1.

Initial cost of goods:  
Here are the ranges of the initial prices:

Sugar 4-7  
Rum 11-13  
Tobacco 3-5  
Cigars 11-13  
Cotton 2-5  
Cloth 11-13  
Furs 4-6  
Coats 11-13  
Ore 3-6  
Tools 2  
Silver 20

### 2.

Terrain chart:

Code for chart:

x,y: x is the amount produced by a normal colonist, y is the amount produced by an expert in that area. Production in the centre square is always -1 from the normal colonist amount. Indentured servants are also typically -1. Indians show different results depending on the specialty. To this is added -1,-2 if production penalty incurred, +1,+2 if 50% of colony is rebel, and +2,+4 if 100% of colony is rebel.

x1/x2,y1/y2: are the amounts if improving terrain helps. Improving terrain by ploughing helps crop production, while improving by roads helps non-crop production.

Ploughing any forest terrain automatically converts it to its corresponding non-forest type, and removes any special resource type that was there (but may create one for the non-forest type).

Note that this is true even when there is the same resource available for the forest and non-forest type, i.e. Oasis and Mineral.

(You can plough plain scrub brush and gotten Oasis desert, and you can plough Oasis scrub brush and get plain desert too.)



Note that the resource chart that comes with the game is an incredible fiction.

The following maximums are obtained for each resource production:

Food: 17 (100% rebel, expert farmer working ploughed river wheat plains)  
Sugar: 22 (100% rebel, expert sugar grower working ploughed river sugar cane savannah)  
Tobacco: 22 (100% rebel, expert tobacco grower working ploughed river tobacco leaf grassland)  
Cotton: 22 (100% rebel, expert cotton grower working ploughed river cotton grassland)  
Fur: 24 (100% rebel, expert fur trapper working roaded river beaver mixed forest)  
Lumber: 32 (100% rebel, expert lumberjack working roaded river tree conifer forest)  
Ore: 18 (100% rebel, riv+mineral+(Swamp or Marsh) or Hills+ore)  
Silver: 12 (100% rebel, expert silver miner working roaded silver mountain)

Colonists working in buildings work as follows:

3,6 (with first level building)  
6,12 (second level building)  
9,18 (factory level building)

This uses the same -1,-2 decrement and +1,+2 and +2,+4 increments due

to sons of liberty membership as before. Note that this puts the maximum for sugar, tobacco, cotton, and ore conversion at 22 (pretty similar to the maximum of their production).

But since there is no factory level lumber mill, one lumberjack working prime timber can feed two carpenters (maximum of 16).

An ideal colony is one on a regular ploughed square with one adjacent timber-rich square, one adjacent resource (sugar, tobacco, cotton, or fur) square, two adjacent ore-producing squares, and one adjacent food-rich square.

This colony could have four colonists producing food, two ore miners, one producing a resource, one converting the resource, one lumberjack, two carpenters, one blacksmith, one preacher, one statesman, and two teachers or one teacher and a gunsmith, for a total population of 16.

All should be expert except some of the food producers (although the one working the food-rich square should always be expert). There is no need for a colony ever to get larger than 16.

And with those fine words of wisdom it is time to draw this Colonization guide to a close. We hope you've found it both useful and informative. We know we have!

In next month's issue of Amiga Action there'll be tons more guides for games, both new and old, so keep watching this space.

# Colonization





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**"Dear Small Tips, how come you never have any new cheats for games these days and always reprint old ones which we've seen before. Please stop this." Er, okay, we will. Soon.**



## ISHAR 3

Since Ishar 3 was released on budget a couple of months back we thought it would be a good idea to print this simple but effective cheat. Hold down the CTRL, ALT, V keys while the mouse pointer is to the left of the screen and pressing the left mouse button. This will restore all of your life points to the maximum level, making you a happy little warrior and more than capable of trudging through any amount of wilderness to KILL!

## SUPER STARDUST

Yes, it's the Super Stardust level codes, back by popular demand, and they are as follows:

- 1: BFSUAAADXJ
- 2: CESUQAAQFFX
- 3: DFSTUQUHIE
- 4: EDSUUSQRHRT

Please now, don't bother us again. We have loads of new tips which we'd also like to print, you know.



## ROADKILL

And here are the codes for Roadkill. Erm, also back by popular demand.

- 2: LQPONURDNK
- 3: HQPOOTRCL
- 4: PQPOPDNNRJ

And now a general tip for this festival of speed. Always drive really well, don't crash into things, and overtake cars which are in front of you.

### ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

### BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

### ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '\*' key or the '\*\*' key to alter the quantity of the arms and cargo.

### GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

### JURASSIC PARK

Level codes, funnily enough...

- 2 - E54C67AA
- 3 - B5A48352
- 4 - D5F4AB62
- 5 - 95B48B42
- 6 - 85A4834A

- 7 - 85B48B42
- 8 - F54C6FAA
- 9 - C57C77B2
- 10 - D56C7FBA
- 11 - A5149F5A

### KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

- 1 - NELSON
- 2 - PATTIE
- 3 - MR PLOW
- 4 - MAGGIE

### LEMMINGS: CHRISTMAS '94

- 1 - CAJRLDNBCG
- 2 - IJRLDNCCCP
- 3 - NRLDNCINECF
- 4 - RLDNCINECF
- 5 - LDNCAJVFCO
- 6 - DNCIJVLGCH
- 7 - NCANVLDFHE
- 8 - CINVLDNICN
- 9 - CAJRMNDJCP
- 10 - IJRMNDCKCI
- 11 - NRMNDNCALCF
- 12 - RMDNCINMCO
- 13 - MDNCAJVNCCH
- 14 - DNCIJVMOCQ
- 15 - NCANVMDPCN
- 16 - CINVMDNQCQ

### HAIL (1 PLAYER)

- 1 - CAJRLFNBDJ
- 2 - IJRLFNCCDS
- 3 - NRLFNCADDP
- 4 - RLFNCINEDI
- 5 - LFNCAJVFDR
- 6 - FNCIJVLGDK
- 7 - NCANVLFDH
- 8 - CINVLFNIDQ
- 9 - CAJRMFNJDS
- 10 - IJRMFNCKDL
- 11 - NRMFNICALDI
- 12 - RMFNINMDR
- 13 - MFNCAJVNDK

- 14 - FNCIJVMODD
- 15 - NCANVMFPDQ
- 16 - CINVMFNQDJ

### FLURRY (1 PLAYER)

- 1 - CAJRLDOBEJ
- 2 - IJRLDOCCES
- 3 - NRLDOCADEP
- 4 - RDLOCINEEI
- 5 - LDCAJVLJFER
- 6 - DDCIJVLGEK
- 7 - OCA NVLDHEH
- 8 - CINVLDOIEQ
- 9 - CAJRMDOJES
- 10 - IJRMDOCKEL
- 11 - NRMDOCALEI
- 12 - RMDOCINMER
- 13 - MDCAJVNNEK
- 14 - DDCIJVMOED
- 15 - OCA NVMDPEQ
- 16 - CINVMDQOEJ

### BLIZZARD (1 PLAYER)

- 1 - CAJRLFOBFM
- 2 - IJRLFOCCFF
- 3 - NRLFOCADF5
- 4 - RLFOCINEFL
- 5 - LFOCAJVFFE
- 6 - FOCIJVLGFN
- 7 - OCA NVLFHFH
- 8 - CINVLFOIFD
- 9 - CAJRMFOJFF
- 10 - IJRMFOCKFO
- 11 - NRMFOCALFL
- 12 - RMFOCINMFE
- 13 - MFOCIAJVNFN
- 14 - FOCIJVMOFG
- 15 - OCA NVMFPPFD
- 16 - CINVMFOQFM

### PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

### ROAD RASH

- 00000 00J00 102VS
- 21JUD - PANDA 600
- 00000 00J01 113BT

- 22KDP - BANZAI 750
- 00000 00R00 013VS
- 32RV4 - BANZAI 750
- 00000 00S20 117K5
- 33UV1 - KAMIKAZE
- 750
- 00000 01421 109G5
- 448VN - SHURIKEN
- 1000

### STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

### X-IT

- 02 - 033028
- 03 - 555925
- 04 - 567597
- 05 - 276614
- 06 - 517375
- 07 - 877535
- 08 - 829508
- 09 - 287682
- 10 - 221620
- 11 - 728441
- 12 - 640537
- 13 - 558170
- 14 - 170088
- 15 - 688631
- 16 - 450418
- 17 - 898476
- 18 - 095909
- 19 - 589611
- 20 - 394659

### ADDAMS FAMILY

Various codes for starting points.  
&1Y1M - 3 hearts  
V1514 - Pugsley

### V919B - Fester

### ALIEN BREED '92

Level codes.  
XXDFA  
RTHAA  
LAEEA  
UYTTA  
PPEAB

### ALIEN BREED 2

More level codes.  
2 - 353828  
3 - 108383  
4 - 370101  
5 - 982822  
6 - 847464  
7 - 737373  
8 - 928112  
9 - 267364  
10 - 193831  
11 - 090921  
12 - 309383  
13 - 101221  
14 - 103992  
15 - 998112  
16 - 125332  
17 - 091233

### BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.  
1 - ROTTEN CHEAT  
2 - LOUSY CHEAT  
3 - LOW DOWN CHEAT

### BOBS BAD DAY

Selected level codes.  
10 - XCKCKZPE  
20 - VDFEFWNG  
30 - SEAGGUPH  
40 - QEAIVNJ  
50 - NDPKKWPL  
70 - IDPONWPO  
80 - GFFQPUNQ  
90 - DEASQPVR  
95 - CFFTRUOS  
100 - BEAUSVNT

### BUBBA 'N' STIX

Level codes

### 2 - T1QKPF?CMG

- 3 - PXMYGFFW7D
- 4 - 913XPD1LZ5
- 5 - 12!FX?5RJ

### CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

### CHAOS ENGINE

Level codes with infinite money.  
WORLD TWO - GUVCHSDM57#N  
WORLD THREE - V35076X6S7WH  
WORLD FOUR - 6UCDXU25S7V2

### CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

### EPIC

Level codes.  
2 - CEPHEUS  
3 - APUS  
4 - MUSCA  
5 - PYXIS  
6 - CETUS  
7 - FORNAX  
8 - CAELUM  
9 - CORVUS

### FLASHBACK

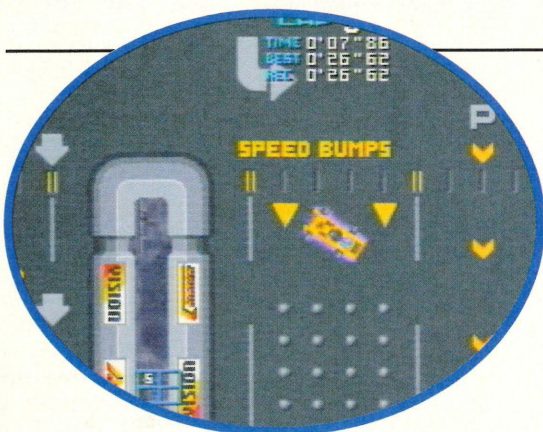
Level codes  
Easy:  
BACK  
LOUP  
CINE  
GOOD  
SPIZ  
BIOS  
HALL



## ON THE BALL

Here are some general hints and tips to use to your advantage.

1. Keep the number of forwards in your team to a minimum. This way they'll have more space and a greater chance of scoring a goal.
2. When your team is playing particularly well avoid the training camps as a crash can happen
3. A normal training session only effects the next game. The only training which will last long term is the off side position practice.
4. Look after your pitch at regular intervals as this will have a great effect on preventing injuries to your players.
5. The "Brutal" playing option will increase your performance ability by 10% and "Hard" will up it by 5%. A player who has already been booked will only perform at 80% of his ability. Unfortunately your players have a greater chance of being booked with hard or brutal play so try to keep the use of this to a minimum.



## THEME PARK

James Anthony from Winsford has sent in a rather helpful cheat for Theme Park on the A500 and A500+. Load up the game as normal and when you reach the option screen click on 'Set up a new Theme Park' and type your name as Mark Lamport and your nickname as MarkL. be sure not to put a dot or space between the Mark and L otherwise it won't work. You can now have the options you wish. When the game begins take off your loan then go back to the Theme Park itself and press C for cash and knock it up to 10 million pounds. Now press keys Alt and Z together for all the rides. Next press Shift and Z together for all the shops. Oh joy, whatever will you teach you next?.

# Small Tips

Normal:  
PLAY  
TOIT  
ZAPP  
LYNX  
SCSI  
GARY  
PONT  
Hard:  
CLOP  
CARA  
CALE  
FONT  
HASH  
FIBO  
TIPS

### FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

### HISTORYLINE 1914-18

Level codes.  
1 - PULSE  
2 - GOOSE  
3 - SPORT  
4 - BIMBO  
5 - TEMPO  
6 - BARON  
7 - BUMM  
8 - LEVEL  
9 - TOXIN  
10 - PRINC  
11 - CLEAN  
12 - XENDON  
13 - SIGNS  
14 - HOUSE  
15 - SIGMA  
16 - SEVEN  
17 - ZOMBI  
18 - MOVES  
19 - BLADE  
20 - ZORRO  
21 - STONE  
22 - MOSEL

### 23 - ORDER 24 - SODOM

**HUMANS**  
Selected level codes.  
10 - MILESTONE  
15 - RED DWARF  
20 - SMART  
25 - JIMS TIES  
30 - MALCY MALC  
35 - MAD FREDDY  
40 - BANANA MOON  
45 - VISION  
50 - RANGERS  
55 - CONSOLIDATED  
60 - PROMISED LAND  
65 - (Oh dear, can't be arsed with that one...)  
66 - HELP ME  
70 - NIN  
75 - LORDS OF CHAOS  
76 - NOW ITS DONE  
77 - IM OUT OF HERE  
78 - HERES TO A  
79 - BETTER LIFE  
80 - BYE BYE BYE

### HUMANS: JURASSIC LEVELS

More of the same.  
10 - 7 MILE WALK  
15 - ITS TOSH  
20 - ALAN B STARD  
25 - IDONTLIKEBRAWN  
30 - ALMANBURIE  
35 - BABBLE  
40 - NEED MORE  
45 - POUCH  
50 - GLUM  
55 - DRAKEER  
60 - HAVE A BREAK  
65 - I LOVE ME  
70 - PYTHON LEE  
75 - FATEANDFORTUNE  
80 - FOREVER

**JIMMY WHITE'S**

# Smaller Tips

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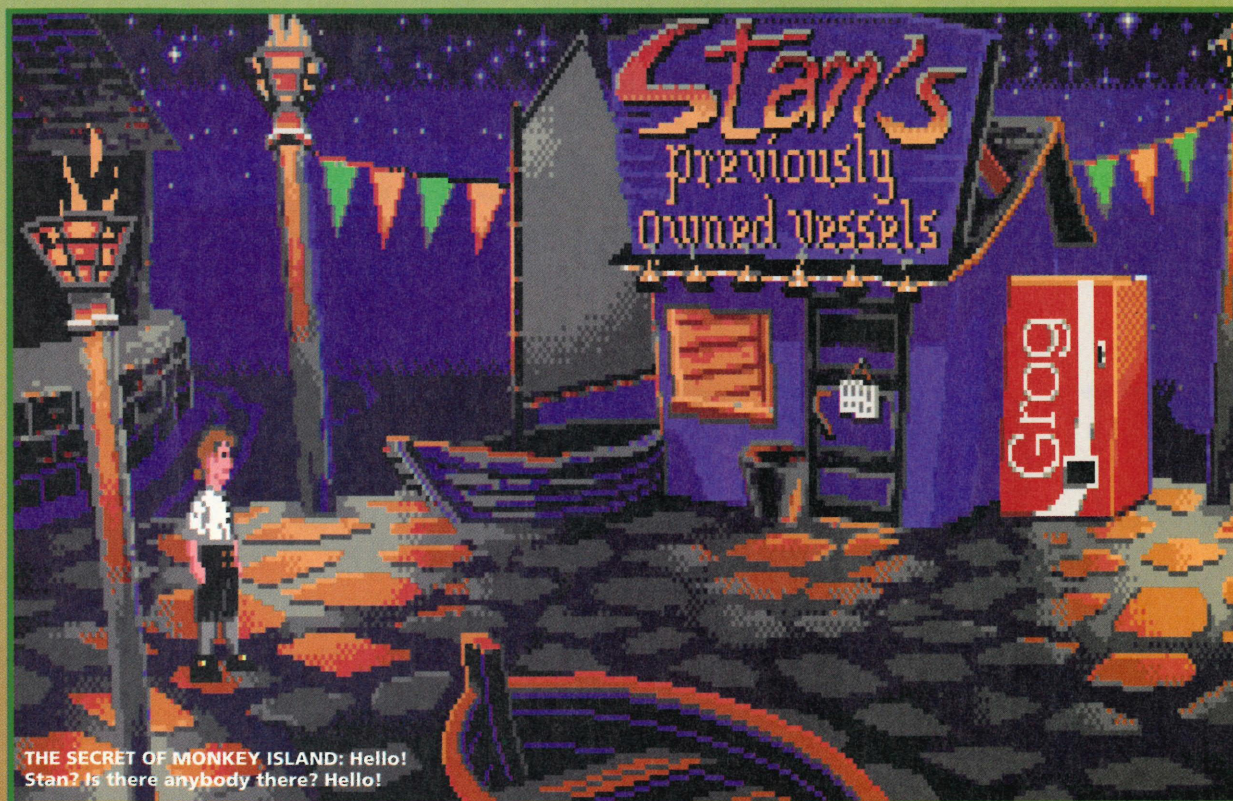
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# SON *of Boggit*

**How many times can the Boggit give out tips  
Before he begins to grow weak?  
The answer my friend is once before each meal  
And then once again after every leak**



THE SECRET OF MONKEY ISLAND: Hello!  
Stan? Is there anybody there? Hello!



**A**s I sit here writing these words, my mind is far away. My quest to free my father has seen me face many trials and tribulations. I have been forced to leave home and start a new life for myself in the treehouse that was once my father's abode. I was pushed into a marriage of convenience with a young Boggit maiden, a relationship which, although doomed to failure from the outset, saw me enter into the realms of fatherhood. And I could only stand and watch as my new found and loyal friend, Hamish 'Stumpy' McGregor, was eaten alive by the prized fighting fish of the now thankfully deceased Lord Albert Rankpants of Grundertrrolley.

I have also seen many weird and wonderful sights since my journey began – almost two years ago now – but I can say without any doubt that they all pale into significance compared to the view I have before me at present.

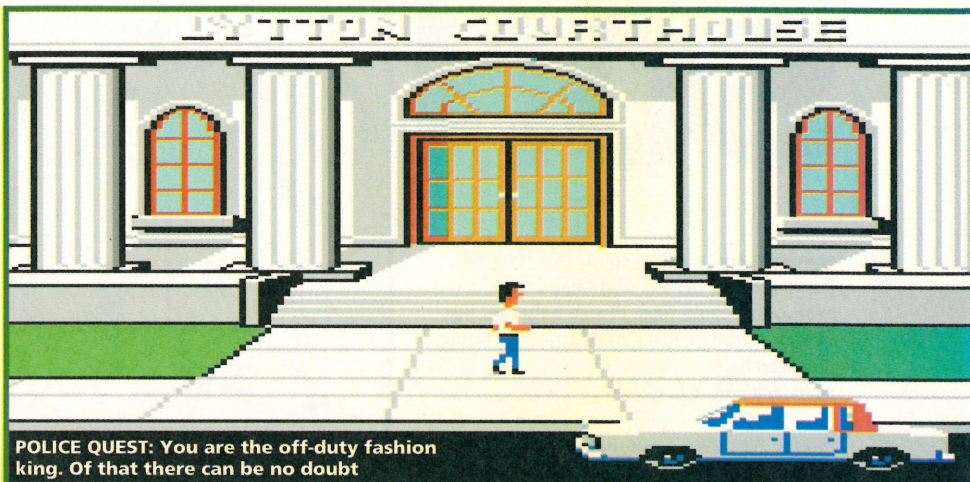
When you last left me I was hiding in a sewer pipe beneath Lord Albert Rankpants' private chambers, waiting for the shock of his unpleasant, yet welcome, demise to subside. The guests who had been present at the party which was being held in Rankpants' honour either ran out of the room screaming as a result of the gruesome sight they had just witnessed, or just sat pale faced and dumbfounded, unsure what to do now that their leader and monarch was dead.

It was imperative that I got out of the sewer pipe quickly, as I felt my best chance of locating and recovering the Woonsocket Diamonds lay in the confusion caused by the aftermath of Rankpants' death. I was determined not to lose my chance, so without further ado I climbed up through the grate set into the top of the sewer pipe and planted my feet firmly on the floor of Lord Rankpants' chamber.

There were still a lot of people present in the room, and as faces began to turn towards me, I put my hastily thought out plan into action.

"Well, that's another job well and truly done! When Jacob Johnson the Jobby Jostler says he'll clear a blocked sewer pipe, well I'll be damned if he doesn't do it! No jobby is too big or small for Jacob, that's for sure. Now if you'll excuse me, I have an urgent appointment at the palace cesspit. They tell me there's a pipe blockage there that'll need a pretty strong laxative to shift it!"

With that I strode purposefully towards the door of the chamber. A bemused palace guard made a half-hearted attempt to stop me before I reached the corridor outside, but he began to gag, and withdrew to relieve his stomach of its contents before he had got within a couple of metres of me. Well, I had been down in that sewer for quite some time.



As soon as I made it out of the room I began my search for the palace vaults, where I was sure the Woonsocket gems would be kept. People were running in all directions, totally bewildered, and things became even more frantic when a rumour began to circulate that a successor to Lord Rankpants' throne was to be chosen. Suddenly there was a stampede, and just when I thought I was about to be crushed to death by the hurtling mob, a hand grabbed my shoulder and I was pulled forcibly backwards through a heavy metal door that was set into the wall.

I found myself in a small, dimly lit room, with a rough-looking guard who was carrying a large spear and a pained expression. He was holding the spear horizontally, prodding me with the sharp end to make sure that I kept my distance, and his upturned nose was telling me that he was acutely aware of the stench that was emanating from my sewer-soiled clothing.

I tried the same spiel that I had used on the people in Rankpants' chamber, and was relieved that he appeared to believe me. He told me that a new ruler was about to be named, and if he was to keep in favour with the new order, he would have to go and pledge his allegiance at the crowning ceremony. He then grew serious and told me to stay in the room until he returned. I was also to guard with my life a door in the

wall opposite to the one by which I had entered. On no account was I to go through the door myself, and if anyone else entered the room I was to kill them, no questions asked. He recommended that the best way to dispose of any infiltrators would be to asphyxiate them by putting their heads underneath my armpit, then gave me one last menacing look, and joined the frantic *melée* outside.

Once the door had closed, I counted slowly to thirty, then cautiously put my hand on the handle of the door in the opposite wall. It swung easily inward on well-oiled hinges, and my eyes were met by a fantastic white glow that shimmered and bounced off the walls of the small room I had now uncovered. A plain wooden table occupied the middle of the room, its sole purpose to support the weight of the source of all that wonderful light. The Woonsocket Diamonds.

I am here to serve.

## Zak McKracken

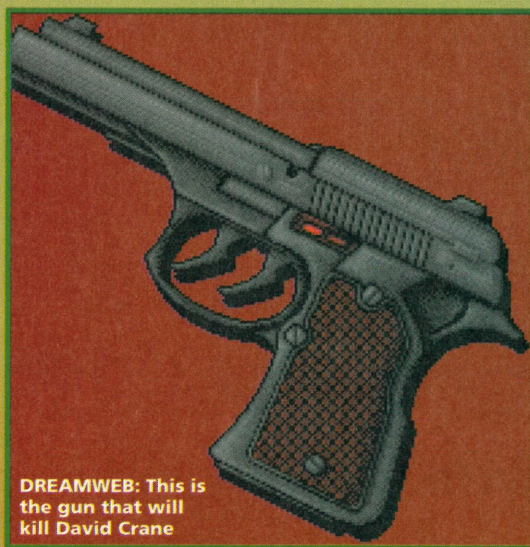
**Q** I recently bought Zac McKracken for my Amiga, and haven't been able to get very far with it unfortunately! Would you please, please, please tell me how to get a fire lighted in the cave in Seattle. Also could you tell me how to win the lottery (please!)

Ben Berger, Lincoln

**A** Once you are in the cave, turn on the lighter to see. Up and to your right there is an old bird's nest and down on the floor there is a fire pit. Use the golf club on the bird's nest, then pick it up. Now use the nest and the tree branch on the fire pit, followed by the lighter on the whole lot. Hopefully you should now have a roaring blaze going. And as for winning the lottery Ben, leave it well alone! The only winners are the organisers. Er, and the winners obviously. Er...

## Cruise for a Corpse

**Q** Could I make so bold as to ask if you know or could find out what I'm supposed to do in Cruise for a Corpse. I have a time of 3:10pm and have collected the following items: thankyou note, key to desk, letter (confession), engagement invitations, a pocket watch, an





# SON of Boggit

envelope and a bar of soap. I've rescued Susanne from the sea and talked to everyone I could find. Please help me, I'm sick and tired of this game but I hate being defeated by it.  
*Mary Higgins, Co. Cork*

**A** Yes Mary, you may make so bold! The key you have is not for a desk, it is for a music box. Close the wardrobe door in Daphne and Susanne's cabin, then pick up the music box from the floor. Examine it and insert the small key. Now rock the ballerina, turn the key, then take the letter. Read the letter and then go to the bar and wait till you are called by someone outside.

## Police Quest

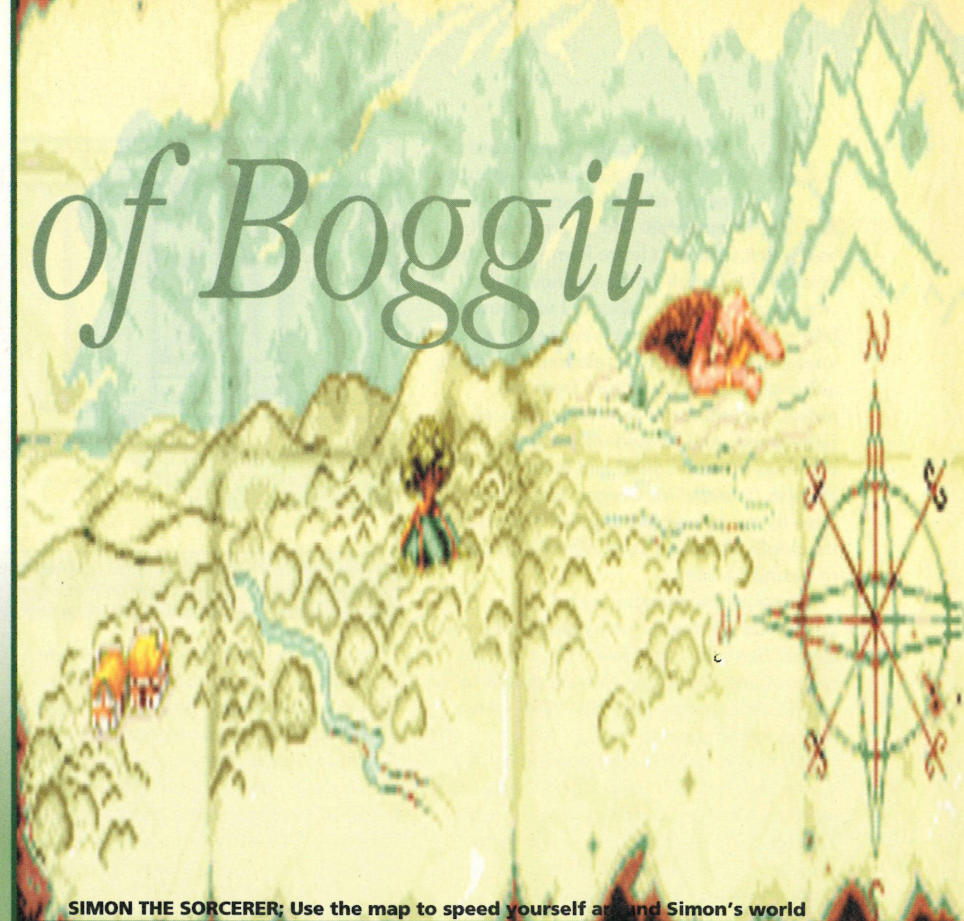
**Q** How do I get Sweet Cheeks Marie out of jail in order to help with the drug bust at the Hotel Delphoria?  
*Jim Donaldson, Maidenhead*

**A** Simply go to the jail, observing the usual protocol of depositing your gun in the locker. Once you're inside, wait until Sweet Cheeks has finished speaking, then ask her to help with the Hotel Operation. Later in the game when you get to the Hotel Delphoria, you will find Marie sitting in the cocktail lounge.

## Dreamweb

**Q** I can't find the gun with which to kill David Crane. Please could you tell me where it is?  
*Andy Rylance, Warrington*

**A** You need to go to the pool hall to get the gun. Once there, talk to the man behind the bar, as he will help you. Now go as far left as you can in the pool hall, and enter 5222 on the keypad you find. You will enter an office where a man sits behind a desk. Use your credit card in the reader, and the gun is yours. If you're struggling to get to the pool hall, try looking in the cupboard by the monitor in



SIMON THE SORCERER: Use the map to speed yourself around Simon's world

Louis's flat. You will find a pool hall card here.

## Simon the Sorcerer

**Q** On Simon the Sorcerer I can't seem to dig up the Milrith. Could you please\*1,000,000 tell me how.  
*Lee Adams, Biggleswade*

**A** To get the Milrith ore you first need to leave the metal detector on the screen which has a blue circle on it on the map. Use the rock/fossil on the blacksmith's anvil, then give the fossil to the man in the hole. Tell him that you left the metal detector in the place you found the fossil, and if you now go there you will find the man digging. If you look at the dirt carefully, you should be able to find and pick up some Milrith ore.

## Beneath a Steel Sky

**Q** I have got a glass from St. James' Bar, but I can't seem to get the fingerprints off it. How am I supposed to do this?  
*Steven Craggs, Billingham*

**A** You don't need to get the fingerprints Steven. Just give the glass to Burke in his Biosurgery and everything will be hunky dory.

## Monkey Island

**Q** Please could you tell me how and

where you get the key for the cabinet in the captain's cabin in Monkey Island.  
*Sam Parham, No address*

**A** This is a nice easy one to finish with. Go to the galley and look inside the cupboard. Inside here you will find a box of cereal, and inside the box you will find the key.

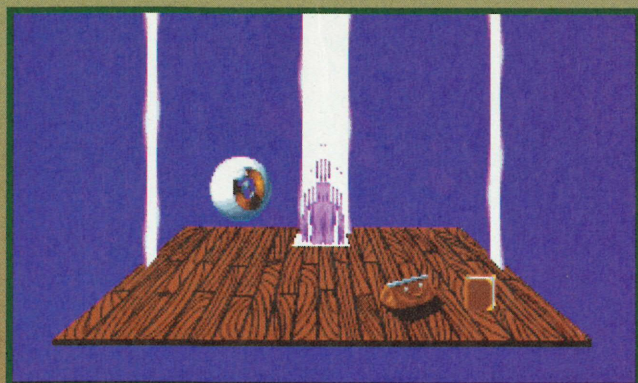
Well readers, once again that time is drawing near. It's almost time to say goodbye. It only remains for me to cast my gaze once more over the beloved Woonsocket Diamonds in all their shimmering, wondrous glory, and dream of handing them over to the dastardly Sir Cyrille Grimola in return for the release of my beloved father, the Boggit.

Ever since my quest began, I've dreamed of this moment. The diamonds are in my possession and surely nothing can stop me now. My quest is almost at an end. Or is it?

Until next time, farewell!

Due to the excessive strain under which the Son of Boggit finds himself placed every month, what with him having to run around the Grunderrolley Palace with a big sack of your letters planted firmly to his spine, he regrets that he is unable to enter into personal correspondence. Therefore, sending him a stamped addressed envelope is a futile waste of both your time and money. Thankyou.

Send your queries (and tips if you like) to:  
*Son of Boggit,  
The Grunderrolley Palace  
c/o Amiga Action,  
Media House,  
Adlington Park,  
Macclesfield, SK10 4NP*



BENEATH A STEEL SKY: Blast! I've left my book and bag behind



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# Get a life!

**Amiga Action is nothing if not subservient, and to this end, and after countless requests from thousands of ardent Get a Life! fans, we're branching out, and giving you more of what you want. Namely crap. No! Not crap. Different stuff that's good. And this month we take a long lingering, look at beer, asking pertinent questions such as where does it come from, when should you drink it, and should you, once started, every actually stop drinking it? We also look at a couple of videos as well. And the effect drink has upon them**

## **BEER and BIRDS SPECIAL!**

### **BEER – THE FACTS**

Warning! This is for readers aged 18 and over.

Throughout the annals of time beer has been the primary source of pleasure for anyone who calls himself a man. For centuries this fine nectar has been uniting people from all over the planet as they pursue to ultimate high of getting leathered. Back in medieval times it was known as mead, and when our dads were young it was known as pale ale, but beer it is, and always has been.

This then, is the superficial Amiga Action guide to beer (Let's face it, if it's a guide and it's in Amiga Action it is, by definition, superficial) – what it tastes like, who drinks it, when they drink it and what it does to them. Or at least, some of those things.

**Budweiser Budvar** – Bud is as common as a newfound Blackburn Rovers fan these days, but o-ho! – what's this? Well, Budvar is Budweiser of a fashion, only for reasons that no-one here can comprehend, it's brewed in Czechoslovakia, tastes slightly stronger and comes in a bigger bottle for the same price. Hmm... brewed in Czechoslovakia indeed. Brewed on the wrong side of quality control we feel... Anyway, always drink Budvar (and refer to it as 'Czech Bud' when ordering) if you want to give the impression you are a beer connoisseur. You will in fact simply appear to be a tit, but give it a go.

**Labatt Ice** – A stronger tasting ice beer, consumed by those who actually like the taste of beer, as opposed to Fosters Ice drinkers, who like the bottle and don't much care about the lack of taste. Ask for it by name – there's no shame here. Not to be mistaken with the tins of Labatt Blue, which our sources inform us makes an adequate paint stripper substitute.

**Molson** – A middle of the roader in a nice bottle which makes you appear to know a thing or two about beer when in fact you actually don't. But it does taste nice despite the pretentious adverts. A decent alternative to normal Bud.

**Breaker** – A dark horse lager avoided by many a shandy drinker because of the lack of appeal in the rather plain can. Downed by those who care more about tasty hops than top appearances, or alternatively by those too drunk know what the hell they're ordering. Don't ask for Breakers at the bar. It's Breaker, single, and the barmaid'll think you're pathetic if you get it wrong. And therefore you won't get to go to bed with her at chucking out time.

**Carling Black Label** – A journeyman stalwart of the lager scene, scarcely spotted in anything but draught form in pubs, which is nonetheless pretty decent for all its dull image. And besides, the tins have footballers on them, so top marks here!

**Boddingtons** – Manchester's finest export (Paul Ince comes a close second) is the hardy brew of the true beer drinker. Invariably swilled by a blue collar majority in Top Man trousers and financial ruin, the widgeted canned variety is most definitely best consumed FROM A GLASS and not the ring hole. Ask for "Boddies", and be proud.

**Miller Genuine Draft** – Despite the American spelling and senseless advert, Miller is the pick of the crop. Its plain bottle design hides a taste not dissimilar to the ever pleasant Bud, only, er, slightly better. Find it yourself – don't ask for it by name in the offy. You'll either get tongue-tied or be presented with cans of the old stuff which aren't as good but which you won't like to refuse lest you look stupid.





## WHAT DOES IT DO?

Drinking beer, of course, is neither big nor clever, and depending just how much you cram down your neck, can cause a certain shift in perception. Since birds and vids are perhaps the two pastimes most compatible with beer consumption, we must now look at the way in which your judgement may be affected regarding such, using two recently available-to-buy vids as examples.

Before consumption of any alcohol, a discussion among a group of gentlemen regarding the merits of Messr Tarantino's effort may go something like this.

"Well it was excellent, wasn't it?"

"Certainly! Possibly better even than Reservoir Dogs in fact."

"What about John Travolta? Such a revelatory performance must surely resurrect a career which seemed all but dead after the debacles which were Experts and the Look Who's Talking trilogy."

"Indeed it must, and I for one was impressed not only with the scripting but with the performance of Bruce Willis, proving that perhaps there is a depth of talent beneath the skin of apparent machismo."

"Tarantino shows us once again that he can weave his magic from a seemingly random starting point, instilling his vision into actors with decades more experience than himself."

And after, say, six or eight cans of lager each...

"Haaaaaa-haaaaa! Rewind it to the gimp! What a pervert!"

"Hang on. Here we are! Haaaaa-haaaaa! Look at the way he walks! Oh, God my sides are splitting!"

"Fast forward it to when he opens the door! Go on!"

"Eeeewwwwww, that's disgusting! Haa-haaaa! Oh dear! Imagine someone doing that to you!"

And again, the before and after alcohol scenario with a different group of young men on viewing the blockbusting Speed. Before...

"I don't know what all the fuss was about."

"Oh come on, it was a good film."

"If you say so. Although two hours of plotless mayhem could equally describe it."

"De Bont used his budget well."

"Yes, and Universal have certainly been rewarded for their faith in an untried director."

"Etcetera..."

Or after twelve pints of Boddies and some Kettle Chips.

"No! No! No! No! That's rubbish! They killed about 400 people when that plane blew up!"

"Nooooo! There was no-one on it!"

"There waas! That's rubbish that. He might have well as let the bus blow up in the first place."

"I saw that bloke on the bus in Ferris Bueller."

"That was Matthew Broderick you nob, not Keanu Reeves."

"Who thinks Sandra Bullock's fit?"

"She's alright..."

"I'd give her one"... etc.

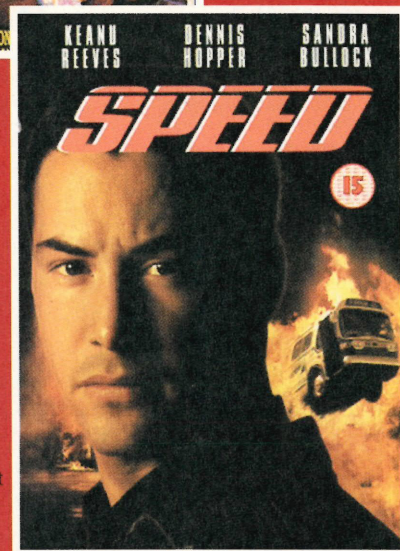
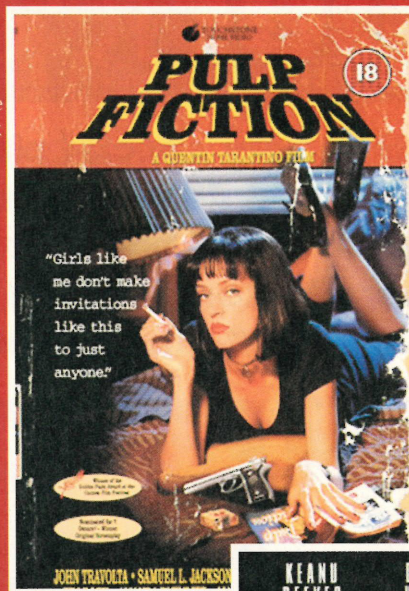
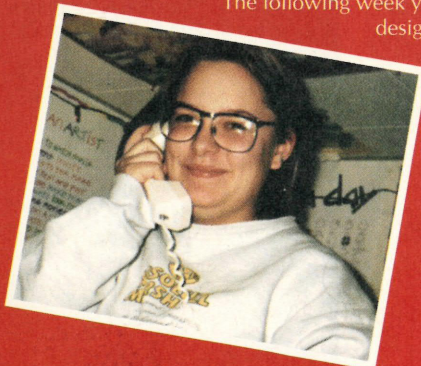
As you can see, quite different reactions from the same group of people, a fact that we must point out to illustrate the effects of overindulging. And if further proof were needed, then imagine the following scenario. You're in a nightclub and it's close to 2am. You've been drinking pretty much constantly since 7.30 and it wouldn't be

unfair to say that you're a disgrace, right down to the gravy spillage on your cheap white shirt. You fancy a bit of the other before the night's out, and, across the smoke filled room, see the woman of your dreams.

You approach her, and after a little smalltalk find yourself becoming acquainted with her tonsils. You're beside yourself with joy, because she's gorgeous, and rue that she slips into the night alone before the lights come up.

Nevertheless, you've arranged to meet her next week.

The following week you're propping up the bar at your designated meeting time of 8pm when there's a tap on your shoulder. You turn around, fully sober, to face "Dream Woman" from the previous week. And then you run away.



So there you go, all you ever need to know about beer. Remember to check out Get a Life next month when we take a look at the leading brands of cigarettes and actively encourage you to smoke them by the packetload.



# Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

## Arcade Adventure

- 1 **FIRST SAMURAI**  
Mirrorsoft
- 2 **ROBOCOP 3**  
Ocean
- 3 **D/GENERATION**  
Mindscape
- 4 **SECOND SAMURAI**  
Psygnosis
- 5 **HUNTER**  
Activision
- 6 **ANOTHER WORLD**  
US Gold



- 7 **JURASSIC PARK**  
Ocean
- 8 **HEIMDALL**  
Core Design
- 9 **THE IMMORTAL**  
Electronic Arts
- 10 **GOLD OF THE AZTECS**  
US Gold
- 11 **CADAVER**  
Renegade
- 12 **MOONSTONE**  
Mindscape
- 13 **CORPORATION + MISSION DISK**  
Core Design
- 14 **LITIL DIVIL**  
Gremlin
- 15 **SPACE CRUSADE**  
Gremlin
- 16 **HERO QUEST + DATA DISK**  
Gremlin
- 17 **ASHES OF EMPIRE**  
Mirage
- 18 **CYBERCON III**  
US Gold
- 19 **SWORD OF HONOUR**  
DMI
- 20 **LORDS OF TIME**  
Software Business

## Adventure

- 1 **VALHALLA/BEFORE THE WAR**  
Vulcan
- 2 **MONKEY ISLAND 2**  
US Gold
- 3 **INDY/FATE OF ATLANTIS**  
US Gold
- 4 **BENEATH A STEEL SKY**  
Virgin



## Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**  
Interplay
- 6 **SIMON THE SORCERER**  
PDQ
- 7 **DREAMWEB**  
Empire
- 8 **LEGEND OF KYRANDIA**  
Virgin
- 9 **LURE OF THE TEMPTRESS**  
Virgin
- 10 **SECRET OF MONKEY ISLAND**  
US Gold



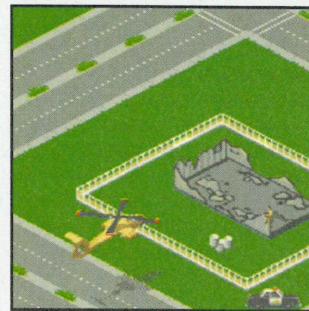
- 11 **CURSE OF ENCHANTIA**  
Core Design
- 12 **RISE OF THE DRAGON**  
Dynamix
- 13 **DARK SEED**  
Cyberdreams
- 14 **BLOODNET**  
Gametek
- 15 **THE CLUE**  
Black Legend

- 16 **LABYRINTH OF TIME**  
Electronic Arts
- 17 **MADDOG WILLIAMS**  
Game Crafters
- 18 **INDY/LAST CRUSADE**  
Lucasfilm
- 19 **KGB**  
Virgin
- 20 **MEAN STREETS**  
US Gold

## Shoot'em-up

- 1 **CHAOS ENGINE**  
Renegade
- 2 **DESERT STRIKE**  
Electronic Arts
- 3 **SKELETON KREW**  
Core Design
- 4 **TOWER ASSAULT**  
ATeam 17
- 5 **GUARDIAN**  
Acid
- 6 **ALIEN BREED 2**  
Team 17
- 7 **BANSHEE**  
Core Design
- 8 **PROJECT-X**  
Team 17
- 9 **ALIEN BREED '92**  
Team 17

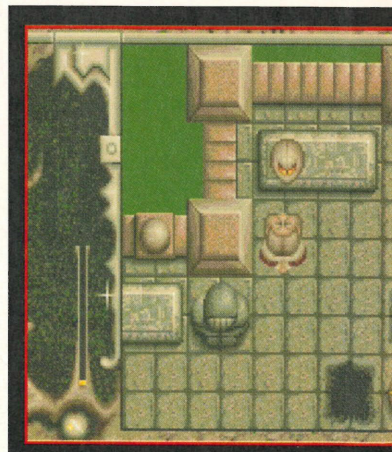
- 10 **ALIEN BREED '92**  
Team 17
- 11 **BLOOD MONEY**  
Psygnosis
- 12 **ALIEN BREED**  
Team 17
- 13 **JUNGLE STRIKE**  
Ocean



- 14 **TURRICAN 3**  
Renegade
- 15 **SEEK AND DESTROY**  
Mindscape
- 16 **WALKER**  
Psygnosis
- 17 **SILKWORM**  
Virgin
- 18 **SWIV**  
The Sales Curve
- 19 **TURRICAN 2**  
Rainbow Arts
- 20 **OVERKILL**  
Mindscape

## Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**  
Renegade
- 2 **SENSIBLE SOCCER**  
Renegade
- 3 **GOAL**  
Virgin
- 4 **SPEEDBALL 2**  
Renegade
- 5 **MAN UTD: THE DOUBLE**  
Krisalis
- 6 **FOOTBALL GLORY**  
Kompact
- 7 **PRO TENNIS TOUR 2**  
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**  
Krisalis
- 9 **PGA EUROTOUR**  
Ocean







## Tower Assault

Team 17 91% Issue 65

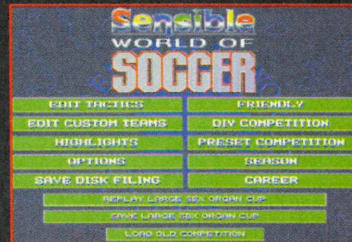
It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



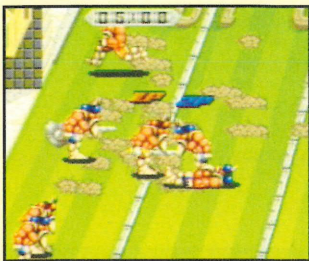
## SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 10 **JOHN MADDEN**  
Electronic Arts
- 11 **ULTIMATE SOCCER MANAGER**  
Impressions
- 12 **PGA TOUR GOLF + DATA DISK**  
Electronic Arts
- 13 **PREMIER MANAGER**  
Gremlin
- 14 **PREMIER MANAGER 2**  
Gremlin
- 15 **PLAYER MANAGER 2**  
Anco
- 16 **GRAHAM GOOCH CRICKET**  
Audiogenic
- 17 **PREMIER MANAGER 3**  
Gremlin
- 18 **MICROPROSE GOLF**  
MicroProse
- 19 **ON THE BALL**  
Daze



- 20 **WORLD CLASS RUGBY**  
Audiogenic

## Flight Simulation

- 1 **REACH FOR THE SKIES**  
Virgin
- 2 **FLIGHT OF THE INTRUDER**  
Mirrorsoft
- 3 **GUNSHIP 2000**  
MicroProse



- 4 **FALCON & MISSION DISKS 1 & 2**  
Mirrorsoft
- 5 **TFX**  
Ocean
- 6 **TORNADO**  
Digital Integration
- 7 **F117A**  
Microprose
- 8 **COMBAT AIR PATROL**  
Psygnosis
- 9 **B17 FLYING FORTRESS**  
MicroProse
- 10 **OVERLORD**  
Virgin

- 11 **DOGFIGHT**  
MicroProse
- 12 **THUNDERHAWK**  
Core Design
- 13 **F-19 STEALTH FIGHTER**  
MicroProse
- 14 **THEIR FINEST HOUR + DATA DISK**  
Lucasfilm
- 15 **F-16 COMBAT PILOT**  
Digital Integration
- 16 **A320 AIRBUS USA**  
Thalion
- 17 **BATTLEHAWKS 1942**  
Lucasfilm
- 18 **FIGHTER BOMBER**  
Activision
- 19 **A320 AIRBUS**  
Thalion
- 20 **A-10 TANK KILLER V1.5**  
Sierra

## Racing

- 1 **SUPER SKIDMARKS**  
Acid Software
- 2 **TURBO TRAX**  
Arcane
- 3 **SKIDMARKS**  
Acid Software

- 4 **LOTUS ESPRIT TURBO CHALLENGE**  
Gremlin
- 5 **BUMP N BURN**  
Grandslam
- 6 **FORMULA ONE GRAND PRIX**  
MicroProse
- 7 **SUPERCARS 2**  
Gremlin
- 8 **ROADKILL**  
Acid Software
- 9 **LOTUS TURBO CHALLENGE II**  
Gremlin



- 10 **ATR**  
Team 17
- 11 **POWERDRIVE**  
US Gold
- 12 **OVERDRIVE**  
Team 17
- 13 **STUNT CAR RACER**  
MicroStyle



## Valhalla

(and Valhalla: Before the War)  
Vulcan Software 94%  
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



## Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superseded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.



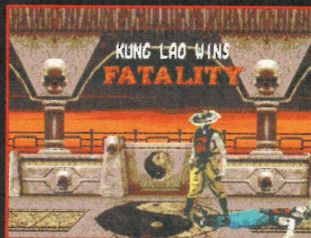




## Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.

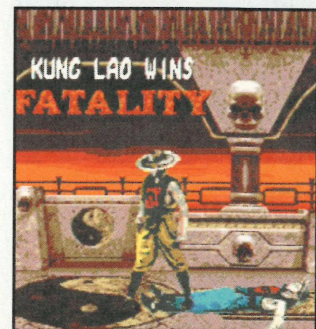


- 14 **NO SECOND PRIZE**  
Thalion
- 15 **NITRO**  
Psygnosis
- 16 **LOTUS III**  
Gremlin
- 17 **LAMBORGHINI**  
Titus
- 18 **F17 CHALLENGE**  
Team 17
- 19 **MICRO MACHINES**  
CodeMasters
- 20 **JAGUAR XJ220**  
Core Design

- 5 **BODY BLOWS**  
Team 17
- 6 **BRUTAL: PAWS OF FURY**  
Gametek
- 7 **PANZA KICK BOXING**  
Futura
- 8 **TORVAK THE WARRIOR**  
Core Design
- 9 **BODY BLOWS GALACTIC**  
Team 17
- 10 **BUDOKAN**  
Electronic Arts
- 11 **ELFMANIA**  
Renegade
- 12 **STREETFIGHTER II**  
US Gold
- 13 **ORIENTAL GAMES**  
Unknown
- 14 **AFTER THE WAR**  
Dynamic
- 15 **VIGILANTE**  
US Gold
- 16 **WRATH OF THE DEMON**  
Readysoft
- 17 **SHADOWWARRIORS**  
Ocean
- 18 **FINAL FIGHT**  
US Gold
- 19 **NINJA WARRIORS**  
Virgin
- 20 **??????????**  
??????

### Strategy

- 1 **SIMCITY 2000**  
Maxis
- 2 **SETTLERS**  
Kompert
- 3 **CIVILISATION**  
MicroProse



- 3 **SHADOW FIGHTER**  
Gremlin
- 4 **IK+**  
System 3

- 4 **THEME PARK**  
Electronic Arts
- 5 **UFO**  
Microprose
- 6 **DETROIT**  
Impressions
- 7 **POWERMONGER + DATA DISK**  
Electronic Arts
- 8 **UTOPIA + DATA DISK**  
Gremlin
- 9 **MEGA LO MANIA**  
Mirrorsoft
- 10 **COLONISATION**  
MicroProse
- 11 **POPULOUS II**  
Electronic Arts
- 12 **DUNE II**  
Virgin
- 13 **K240**  
Gremlin
- 14 **PIRATES! GOLD**  
MicroProse
- 15 **CAESAR**  
Impressions
- 16 **SABRE TEAM**  
Krisalis
- 17 **REUNION**  
Grandslam



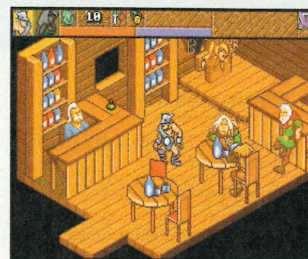
- 18 **D-DAY**  
Impressions
- 19 **LORDS OF THE REALM**  
Impressions
- 20 **GLOBAL EFFECT**  
Electronic Arts

### Arcade Strategy

- 1 **CANNON FODDER**  
Virgin
- 2 **FRONTIER - ELITE 2**  
Gametek
- 3 **LIBERATION**  
Mindscape
- 4 **ELITE**  
Rainbird
- 5 **SYNDICATE**  
Electronic Arts
- 6 **SPACE HULK**  
Electronic Arts



- 7 **ARMOUR-GEDDON**  
Psygnosis
- 8 **DYNABLASTER**  
VBI
- 9 **THE KILLING CLOUD**  
Mirrorsoft
- 10 **HEIMDALL 2**  
Core Design



- 11 **CANNON FODDER 2**  
Virgin
- 12 **FLAMES OF FREEDOM**  
MicroProse
- 13 **HIRED GUNS**  
Psygnosis
- 14 **STARGLIDER 2**  
Rainbird
- 15 **THEATRE OF DEATH**  
Psygnosis
- 16 **STORM MASTER**  
Silmarils
- 17 **SPECIAL FORCES**  
MicroProse
- 18 **NORTH AND SOUTH**  
Infogrames
- 19 **WAR IN THE GULF**  
Empire
- 20 **PIRATES**  
US Gold

### Platform

- 1 **LION KING**  
Virgin
- 2 **ALADDIN**  
Virgin
- 3 **JAMES POND 3**  
Millennium
- 4 **RUFF 'N' TUMBLE**  
Renegade
- 5 **FLASHBACK**  
US Gold
- 6 **SOCCER KID**  
Krisalis
- 7 **PUTTY SQUAD**  
System 3
- 8 **BUBBLE N SQUEAK**  
Audiogenic
- 9 **SUPERFROG**  
Team 17
- 10 **NAUGHTY ONES**  
Kompert



## Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.







## Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



## Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



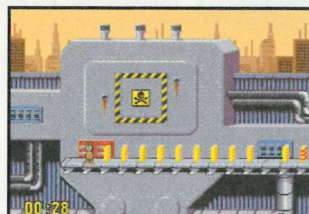
- 11 **OUT TO LUNCH**  
Mindscape
- 12 **KID CHAOS**  
Ocean
- 13 **ZOOL**  
Gremlin
- 14 **THE ADDAMS FAMILY**  
Ocean
- 15 **ASSASSIN '94**  
Team 17
- 16 **ASSASSIN**  
Team 17



- 17 **PREMIERE**  
Core Design
- 18 **GODS**  
Renegade
- 19 **FURY OF THE FURRIES**  
Mindscape
- 20 **ZOOL 2**  
Gremlin

## Puzzle and Quiz

- 1 **LEMMINGS 2**  
Psygnosis
- 2 **BENEFACITOR**  
Psygnosis
- 3 **OH NO! MORE LEMMINGS**  
Psygnosis
- 4 **LOST VIKINGS**  
Interplay
- 5 **DIGGERS**  
Millennium
- 6 **PIPEMANIA**  
US Gold
- 7 **ONE STEP BEYOND**  
Ocean
- 8 **PUSH-OVER**  
Ocean



- 9 **ALL NEW WORLD OF LEMMINGS**  
Psygnosis
- 10 **HUMANS/JURASSIC LEVELS**  
Mirage



## World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the Lemmings returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for Lemmings fans to wet themselves all over again.



## Role Playing

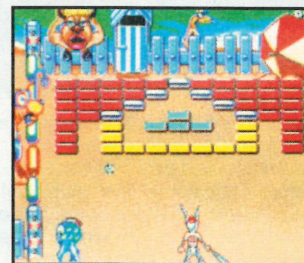
- 1 **AMBERMOON**  
Thalion
- 2 **DUNGEON MASTER**  
Psygnosis
- 3 **CHAOS STRIKES BACK**  
Psygnosis
- 4 **EYE OF THE BEHOLDER II**  
US Gold
- 5 **LEGEND**  
Mindscape
- 6 **KNIGHTMARE**  
Mindscape
- 7 **ISHAR 3**  
Daze



- 8 **AMBERSTAR**  
Thalion
- 9 **BLACK CRYPT**  
Electronic Arts
- 10 **NIGHT AND MAGIC III**  
US Gold

## Bat 'n' ball

- 1 **PINBALL ILLUSIONS**  
21st Century
- 2 **PINBALL FANTASIES**  
21st Century
- 3 **PINBALL DREAMS**  
21st Century
- 4 **ARKANOID 2/REV OF OCEAN**  
Ocean
- 5 **OBSESSION**  
Merlin
- 6 **SHUFFLEPUCK CAFE**  
Ubisoft
- 7 **ARKANOID**  
Ocean
- 8 **KRYPTON EGG**  
Rainbird



- 9 **BUNNY BRICKS**  
Silmarils
- 10 **LORDS OF WAR**  
Rainbow Arts

## What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they out-shine the new, but because they have stood the test of time. It's all complicated and stuff.



# Swap Shop

Amiga 1200 80Mb hard drive. 40 Mhz accel board with 40 Mhz maths co-pro. Philips CM8833 MkII monitor £650. Tel 01638 743718.

**Wanted urgently Valhalla Before The War, Man Utd The Double, Mortal Kombat for the Amiga 600. Many games to swap. Write now. Ian Allan, 21 Henry Stret, Low Valley, Wombwell, Barnsley, South Yorkshire. S73 0DS.**

**Wanted: TV Sports Boxing (desperate!). Will buy or swap. Please call Mark on 0181 428 4514.**

**A500. 1meg, joystick, mouse, mat, software including Super Skidmarks 2, Frontier: Elite II, not boxed. Great condition £150 ONO. Buyer collects. Phone Edward on 0151 608 1375.**



I wish to swap 1st Division Manager. It is a simulation soccer management game. I will sell for £5. Offer negotiable. The game is in top condition and has only been used 6 times. It includes a Super League option. Write: Keith Gilligan, 10 Heighton St, Aycliffe Village, Co. Durham. DL5 6JZ. Phone 01325 320542.

**Wanted Bard's Tale 1, 2, or 3 or Might And Magic 1, 2, or 3. Phone Ricky on 01536 260453.**

**For sale- Lots of Amiga games and printer. Also SNES with games and two controllers. Call Mark on 01722 325357.**

**A600 boxed games £5- £15 for sale. Includes Fire Force, Pinball dreams, Alien Breed 2 for details. Ring Paul 01234 355223 after 4pm.**

Amiga 1Mb, over 200 games, extra disk drive, mouse, joysticks and more. £180 ONO. Phone 0121 501 1351. Ask for Dan.

**Elite 2, Arabian Knights, Jungle Strike, Liberation, Deep Core, Football Glory, Mortal Kombat 2, Simon The Sorcerer. £80 the lot. No other offers cos I'm tight (oooooh you'll get loads of replies mate!). Everything boxed. Phone Adrian on 0226 291613.**

14 year old boy seeks anyone, anywhere to write utter rubbish

and maybe swap games. Write to Simon Barker, 25 Hihguar Street, Shoeburyness, Southend On Sea, Essex, England. SS3 9AN.

**Wanted any racing and Poker games including PD for any system and in any condition. Will pay. Phone Andy on 01455 220465.**

**Wanted: instruction book for Amiga A600 copy or original. Price please 0131 467 3340. Edinburgh.**

**Amiga games old and new includes Cannon Fodder and Mortal Kombat 310 each or will swap for good adventure games.**

**Super NES, 4 good games, 2 turbo controllers, 5 player adapter £100 or swap for decent printer. Phone 01253 782056.**

**Swap A600 2Mb, NES, C64 all with games etc. for A1200. Phone Theo on 0171 823 5291. Part exchange considered.**

**A1200, 64Mb hard drive, 10855 monitor, external drive (built in Cyclone/ Blitz), 100's of games + mags £420. Phone Paul on 01522 722373.**

**Amiga 500 1 Meg external drive (2 drives), joysticks, mouse, 40 to 50 games. Good condition £180 ONO. Phone Karl on 01939 234447.**

**Swap/ sell Fantasy Manager, On The Ball World Cup Edition, 15 to 20 pounds, Gooch World Class Cricket £10. Phone David on 01442 824387.**

**Wanted: Stable Masters, 1869, Piracey, The Blue and the Greys and The Clue A1200 version. Will buy or swap games. Phone David on 01228 598796.**



**Innocent, MUPLC £12, Sensi, Zool, SF2, Alfred Chicken, Mansell's £10, all boxed. Want Steel Sky, Simon Sorcerer, Bloodnet. Phone Tim on 01226 790732.**

**For sale. 3000 Amiga Public Domain disks. £1000 ONO. Write to Richard Deakin, 117 Kennington Ave, Bishopston, Bristol. BS7 4EX.**

**Swap PM2, Robocop 3 or Tactical**

**Manager for B17 Flying Fortress or any other old style flight sim. Phone Steve on 01309 674920.**

**36 assorted Amiga 500+ compatible games for sale. Mostly arcade, platform, sports sim. All boxed and original £70. Phone 0121 556 1875.**

**Wanted: issue 51 of Amiga Action pay £2 ONO without coverdisks. Write: Andrew Burton, 97 Wickham Chase, Wesy Wickham, Kent. BR4 0BQ.**

**Amiga 1200, boxed £250, boxed software, easy AMOS £10, plus 100 others. Also 10 Amiga books £5 each. Phone 0956 558024.**

**Wanted: football management games foe 1/2 meg Amiga (if such a thing exists!) Swap or pay reasonable price. Write: Ricky Shah, 49 Bulshode Ave, Hounslow, Middlesex. TW3 3AA. Amiga 500+, 2meg, boxed instructions, mice, joystick, loads of games 'n' mag disks. Swap for 3DO with a few games. Phone James on 01896 757933.**

**Swap UFO (original) for another original strategy game. Also 1200 contacts to swap/ talk about games. Send stuff to Dave Smith, 60 frank Webb Avenue, Crewe, Cheshire. CW1 3NH.**

**For sale boxed originals 1200/ 500 £5-£15 eg. theme Park, UFO etc, also 130Mb. IDE haed drive/ 1200. Phone 01978 359244.**

**Swap Frontier: Elite 2 for K240. Frontier boxed hardly used. Would also swap for Populous or similar A1200. Phone 01222 862085.**

**Worldwide penpals wanted. 15-17. Speedy reply. Boys/ girls, I don't care. Send letter with**

**photo to Keith Spiteri, 'PLUM' House, Balbi Street, Marsa. HMR 14, Malta.**

**Send me your disks/ lists now! Many software to swap. 100% reply. Send it to: Salah Kais, PO Box 3627, Illweeya 12902, Baghdad, Iraq.**

**CD32 with 7 games including Rise Of The Robots and Microcosm. All for £120 call Sean on 01342 314050 (evenings).**

**3 Master System games to swap. Titles are Gauntlet 1, Shadow Dancer and The Terminator. Reasonable offers only. Phone Wayne on 01561 361004.**

**Football Glory £8, Kick Off 3 (European Challenge) £8 (A600), Sensible Soccer £5, all boxed originals or swap for cricket sims (not Gooch). Phone Tim on 01773 591074.**

**For sale or swap. Many original boxed titles in good condition. Please send for a list to: Simon Earl, 10 Broadlea Oval, Bramley, Leeds, West Yorkshire. LS13 2SU.**

**A600 plus games, mags, joysticks etc for sale. £150 ONO. Phone 01440 62709 any day after 7pm.**

**I'm looking for penpals aged 15+ male or female. Write to Joanne White, 16 Oakdene Road,**



Ramsgate,

**Kent. CT12 6DR.**

**Wanted A1200 contacts to swap games and PD UTILS etc. Write to Davy at 152 Lunderston Drive, Craigbank, Glasgow. G53 6BS.**

**Swap or sell Alien 3 and Striker for any good game, preferably a beat 'em-up or racing. Phone 01295 710948 6-8pm.**

**Loads games, boxed originals, from £2. Must sell, I'm changing format. Contact Andy McKee, 39 Brimstree Drive, Shifnal. TF11 9PX.**

**CD32, controller, mouse over 25 games, most top titles, good condition, worth over £650. Sell for £350 ONO. Still boxed. Games like Syndicate, Frontier, Theme Park, etc. Phone Stuart on 01244 836634 after 6pm.**

**For sale A1200 external drive, sampler cartridge, 2 joypads, mouse, tons of games, deluxe paint 3.4. Wordworth 2 £500 ONO. Phone 01292 288145.**

**Commodore 1084 colour monitor, excellent condition, can be seen working. Serious offers only or swap for Mega Drive or SNES. Ask for Oliver on 01282 696205.**

**Atari ST for sale. Over £500 of games. £150 ONO. Call 0181 391 3705 days and 0181 397 9481 evenings.**

**For sale: Second Samurai, Birds Of Prey, Inter Word, Micro Machines and more. Prices**



# SwapShop

# Swap



all v, Curse Of Enchantia 1Meg. Chaos Engine 1200 v, Risky Woods all v. Everything considered for swapping. Definite replies. Write to Ann-Marie Talbot, 42 Langdon Close, Halliwell, Bolton. BL1 2QN.

Wanted: A600 3 years

£10 downwards. Phone David on 01603 713612.

For sale: Hudson Hawk £4, Steg The Slug £3, Double Dragon £2.50, Captain Dynamo £4. Will take nearest offer. Write to Owain Davies, 14 Cordle Marsh Road, Wribbenhall, Bewdley, Worcs. DY12 1EJ. Phone 01299 400979.

Wanted. Amiga1200 with software, joystick and mouse. Boxed. Games if possible. No more than £250. Please I'm desperate. Phone 0151 523 9347. Amiga 500+ for sale with 2 joysticks, a mouse and a mouse mat. Also with over 100 top games including Sensible World Of Soccer. All for £190. Phone 0181 744 9622.

I am on the dole and can't afford many games at shop price. please has anybody got Theme Park A500 for sale? Write to C.D. Farthing, 20 Rede Way, Gt Cornard, Sudbury, Suffolk. Sell Leander, Sink Or Swim £10. Plan 9, Donk, Cyberpunks, Ha and others. All boxed. Phone 0181 989 0852.

Male fans of Notts Forest FC aged around 13, write to me! I will reply to every letter! Colin Neil, 7 The Vines, Shabington, Aylesbury, Bucks.

Swap VHS 'C' Panasonic Video Camera- cost £799 for A1200 preferably with hard drive and monitor but will consider others. Phone Mike on 01395 263537.

Wanted Fort Apache by Impressions will swap for Rorke's Drift, Manhunter or KGB. Dave on 0191 417 6222 after 6pm Mon-Fri.

A1200 external HD 170Mb. As new £120. Phone 01952 404937 for details. Also 3 AGA games £10 each or £25 the lot.

Will swap On The Ball World Cup for Detroit, Theme Park (A 500) or Settlers. Phone David on 01733 897086.

Wanted: A1200 and CD32 games. Only decent games wanted. I've got Aladdin 1200v, King's Quest VI all v, Beneath A Steel Sky all v, Pinkie

old or less for £150 or less. Write to Alex Scott, 38 Hazelwood Road, Melksham, Wiltshire. SN12 6UX.

UK SNES, 10 good games, 2 control pads, new £200. Phone 0181 428 3950.

A1200, 120Mb, 4Mb accel + FPU, Philips stereo monitor, external disk drive, 2 joysticks, tons of software, games £700 the lot. Phone Paul on 01223 237973. Hungry PC forces sale.

Boxed A1200, excellent condition plus scart lead and games, Pool, SWOS, JP (1200), Nick Faldos Golf, Soccer Kid (1200), GS2000, Theme Park 1200 and educational software. All for £350 ONO. Phone 01695 622610.

A500 1Mb, Philips monitor, many games, utilities, everything boxed, excellent condition plus Amiga magazines, cover disks, joystick, disk boxes. £300. Phone Mark (01488) 608826.

Swap or sell Another World £10 or swap for any decent sports game. Also CDi with game for ale £100. Phone Gary on 01392 435367.

I would like to write with other football supporters from the whole world. Write to: Rene Mikkelsen, Frerasver 35, h220 Korsor, Denmark.

Brilliant football 'play by mail' only £1.25 per match. For more details send a SAE to Lee Hughes, 5 Brierley Close, Bootle, Merseyside, Merseyside. L30 7QH. Foreigners welcome.

Beneath A Steel Sky/ Blaster/ Police Quest 3/ World Cup Soccer/ Disposable Hero/Perihelion/ Ishar 1+2/ SWOS/ On The Ball WC/ Valhalla/ Impossible Mission. All £15 each. Phone 0151 449 3777.

A1200. Will swap Soccer Team Manager, Street fighter 2, Burn Time, Shadow Fighter for Premier Manager 1,2 & 3, Monkey Island 1 or 2. Phone 01978 824381.

Swap SNES, four games, two pads for Amiga 600 with Workbench and manuals. Write to Laura McBride, 114 Jerviston Rd, Craigend, Glasgow. G33 5QL. Wanted King's Quest II + III,

Space Quest III, Ishar III, UFO, Detroit, boxed originals only please. Phone 01933 228893.

A1200 for sale. Loads of games, 300 coverdisks, Dynamite pack. All boxed, mint condition. Best offer takes. Phone Terry on 01525 384352.

Premier Manager 3, FIFA, Super Stardust, Aladdin, Mortal Kombat £8 each. Football Glory, Club Football, Soccer Kid, Elfmania £5 each, Alien Breed, Goal, Kick Off 3, Street Fighter, Champ Manager 94, Overdrive, all for £10 or £3 each. All boxed originals. Phone 0378 398151.

Swap Bill's Tomato Game or Premier Manager for SWOS or ATR. Also many unboxed games for sale. Sam Fuller, 114 Foster Road, Kempston, Beds. MK42 8BU.

For sale or swap. Champ. Box includes Boxing Manager, Man Utd and Squash £6 or swap for Police Quest 3. Also I have Ninja Warriors to swap for On The Ball. Write to Michael Albaster, 28 Chequers Green, Great Ellingham, Attleborough, Norfolk. NR17 1HU.

For sale: SNES with 5 games and universal adaptor, including

Mario and DKC! £200 ONO. Phone James on 01895 251727. Contact Simon Roe, 4 Tyne Street, Bamber Bridge, Preston, Lancs. PR5 6LH.

Selling : Mega Drive 2 (two controllers), Sonic 3, Urban Strike, FIFA, Micro Machines 2, John Madden '93, Bubsy, Rugby World Cup '95. All for £250 ONO. Write to: Gavin Gittins, 12 Pen Y Bryn St, Gadlys, Aberdare, Mid-Glam. CP44 8DR.

A1200, desktop dynamite pack boxed as new. Lots of extra games, joystick etc. £200. Phone 01733 322922.

Wanted urgently, Fruit Machine games like Fruit Mania etc. Also wanted, game swappers in the West Midlands area only.

Contact Malcolm Cluett, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton, West Midlands. WV11 2JT.

A500 2Mb RAM, ROM Sharer with 1.3 and 2.0 ROMs. 100+ disks, 60+ mags with disks. Amstrad printer. All VGC incl. all leads. 2 external drives £330.

Advertisements in the world famous Swap Shop are free, and all we ask is that you keep them reasonably short. Otherwise we probably won't be arsed typing them in. It's probably best if you write really neatly as well, because we'll probably chuck untidy ones away. Nice one.

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Name

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Telephone

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Please tick which you wish to be printed:

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Address

Send to:

Swap Shop, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP



**October Poster of  
the Month: Stud**

**AMIGA  
ACTION**



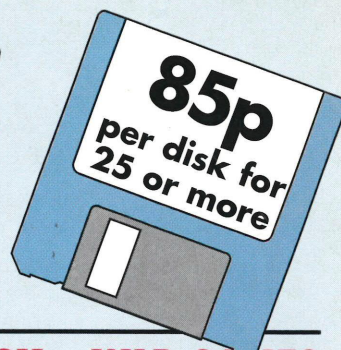
Next Month: Erm... many many things reviewed by us. Yes, and a host of other treats too. Hmm.





# Software Expressions

Established 1990



Introducing some of the best public domain & shareware software. These are high-quality freely distributable disks at a fraction of commercial prices

All disks are compatible for A500/A500+/A600/A1200, except (N) which indicates not compatible for 1200

## EDUCATIONAL

(N.B. This includes some games)

- E033.....Education 1.....Learn German  
E180.....GCSE Maths.....Syllabus taught disk  
E185.....Astronomy.....Calculates positions of planets  
E193.....Astronomy.....A total concept disk  
E234.....Colour The Alphabet.....Educational spelling game  
E271.....The Highway Code.....All you need to know  
E023.....Electronic Train Set (1 meg).....Construct own train set  
E061.....Pick up a Puzzle (2 disks).....Fit the pictures  
E079.....Treasure Hunt.....Great Kids game  
E088.....Pair Crazy.....Good puzzle game for kids  
E271.....Dinosaurs.....Quiz on Dinosaurs  
E298.....States of Europe.....Information on this continent. Good  
E299.....Communicate.....Learn how to use sign language  
E301.....Japanese Tutor (2 disks) (N).....Learning disk  
E311.....The Internet.....A guide to the Internet  
E312.....Learn French.....French verb tester  
E315.....Learn & Play 3.....Education & Games  
E331.....Jigsaw (2 disks).....Match the Pieces into a Jigsaw  
E339.....Dunks DTP.....Desktop publishing for kids  
E349.....Picture Maths.....Graphical maths tutor  
E350.....Barney the bear (2 disks).....Learn & meet animals  
E410.....Birthday History.....Gives details of events on your birthday. Good

## BUSINESS SOFTWARE

- B089.....Journal.....Accounts program  
B136.....Amibase Prof.....Excellent database  
B140.....Text Engine.....Excellent word processor  
B153.....File-a-fax.....As it sounds  
B154.....QED.....Beginners word processor  
B175.....Text plus VERSION 4.....Excellent word processor  
B178.....(2 Discs) Analitic ALC.....(2 Discs) Best spreadsheet available  
B232.....Cheque Book Account.....Keep tabs on your expenditure  
B240.....Little Office.....Word Processor, Database & Spreadsheet  
B323.....Onform.....Invoice maker  
B330.....Easycalc.....Excellent spreadsheet

## CREATIVE + GRAPHICS

- C130.....Label Designer.....Various label printers  
C197.....Clip-art.....Stars/Logos/Explosions etc.  
C198.....Clip-art.....Valentines and weddings  
C201.....Clip-art.....Sport  
C206.....ABC Adventure Creator (N).....Create your own adventure games  
C231.....Audio Animation Studio.....Create Cartoons  
C236.....Word Power.....Solve crosswords & anagrams  
C238.....Font-larm.....Multitude of printing fonts  
C256.....Print studio.....Multi purpose printer utility  
C258.....Garden designer.....Create your own garden excellent graphics  
C263.....League Database.....Easy-to-use football editor  
C322.....Lion King (3 disks).....Good Disney clip art  
C331.....Signature Creator.....Customise your signature

## MISCELLANEOUS UTILITIES

- M176.....Superduper.....Disk copier  
M202.....Sudden Impact.....Disk magazine. Good & informative  
M210.....Pools Pools Version 2.....Work out your winnings  
M241.....Winemaker.....Database for wine lovers  
M244.....Lockpic V2.0.....Uncover copy facilities  
M245.....Relo Kick V1.4.....Latest D Grader for A1200  
M259.....Easy Spell.....Spell checker/helper

- M262.....Essential Virus Killers.....Kills all the latest viruses  
M299.....Tee to Green.....Excellent golf-scorer  
M310.....Personality Analysis.....Type in answers to assess yourself  
M311.....Cop the Lot Pro.....Updated lottery helper  
M332.....Virus Checker V6.5.....New updated killer  
M333.....Disk Repair Kit.....Salvages damaged disks

## DEMOS + RAVE

- D075.....Girls of sport.....Pretty shots of talented girls  
D106.....Madonna.....Pictures and music  
D166.....Star Trek Animations.....Anims. of USS Enterprise  
D177.....Star Trek Animations.....Agatron no.17 More like above. Good  
D287.....Calendar Girls.....Slideshow  
D312.....Rave Vision.....Rave music & Graphics  
D314.....Nine Fingers (2 disks).....Good. Sequel to State of Art  
D316.....Jupiter Impact.....Real pictures of planet's collision

## MUSIC

- M084.....Pink Floyd.....The Wall remix  
M093.....MC Hammer.....Can't touch this  
M094.....Guns 'n' Roses.....Pictures & Music  
M302.....Wigfield.....Saturday Night mix  
U244.....Sound Tracker Samples (4 Disks).....100's of sounds for sampling

## ADVENTURE GAMES

- Ad005.....All New Star Trek (2 drives, 2 disks).....USS Enterprise classic. Best one  
Ad007.....Adventure Star Trek (2 drives, 2 disks) (N).....Graphic adventure  
Ad014.....Adventure Solutions (2 disks).....Loads of hints of commercial games  
Ad019.....Dungeon Delver (2 disks).....Difficult adventure quest  
Ad065.....Pixie Kingdom (2 disks).....Tricky adventure game. Good  
Ad222.....Neighbours Adventure.....(2 discs) Bring Paul Robinson to court  
Ad245.....Iron Clads (2 disks).....Graphic adventure  
Ad326.....Wibble World Giddy.....Really good platform game  
Ad421.....Glassback II.....Very good platform game  
Ad500.....The Devils Abode.....3D Horror Adventure

## ARCADE + PLATFORM

- A010.....Breakout.....Classic bat & ball game  
A011.....Blizzard.....Horizontal shoot-em-up. High quality  
A024.....Eat Mine (N).....Emerald Mine Balderdash game  
A050.....Master of the Town (N).....Destroy town with mouse  
A074.....Snakepit.....Eat the food to survive!  
A165.....Super Skoda.....Car racing game  
A181.....Quick 'n Silver (N).....Platform. Similar to New Zealand Story  
A207.....Flagcatcher.....Find the flags. Very addictive  
A209.....Games Galore Ten (N).....14 excellent games  
A214.....Parachute Joust.....Fight for parachute on descent. V. good  
A221.....Revenge of Mutant Camels.....Good. Similar to Centipede  
A226.....Dual.....2 player action shoot-em-up  
A243.....Tetren.....Excellent Tetris clone  
A247.....Quiz Master.....Quiz which includes Editor  
A255.....Amos Games.....5 Games including Glassback  
A327.....Tetris Pro.....Tetris game with exceptional variants  
A333.....Iceman (N).....Recom. Brilliant platform game. 10 out of 10  
A338.....Project Buzz Bar.....Excellent asteroid type game  
A340.....Depth Charge.....Submarine game  
A341.....Earth Invader.....The best space invader game  
A403.....Assassins 218.....Bomber 2000, Black Dawn  
A404.....Assassins 217.....Mangled Fenders, Maze and Cubik  
A433.....Harry Haddock.....Really good platform adventure  
A434.....Amiga Boy.....Console games on Amiga!  
A443.....Nimble!.....New. Addictive graphical platformer  
A501.....Internal Combustion.....Car racing game  
A502.....Cyberman.....3D Pacman game. Excellent  
A503.....Chanegues (2 disks).....Like Lemmings. Good  
A504.....Rebellion.....Asteroids shoot-em-up

## STRATEGY + WAR GAMES

- Sim013.....Bullrun (N).....American civil war game  
Sim071.....Return to Earth (1 meg).....Space adventure  
Sim102.....Simulation 1 (1 meg).....Recommended. 5 games including Metro  
Sim109.....Wheel of Fortune.....TV Quiz, computerized  
Sim124.....Napoleonic Warfare.....High-quality simulation  
Sim139.....Battle of Britain.....Defend the nation  
Sim143.....Card Shop.....Well presented card games  
Sim217.....Act of War.....Excellent strategy game  
Sim218.....Roulette.....Casino Classic  
Sim220.....Sub Attack (N).....Also landmine & bomber  
Sim224.....Strategic Games.....3 excellent games  
Sim410.....Island.....Excellent board-game. Build hotels & money  
Sim414.....Diplomacy (N).....Classic, similar to Risk  
Sim415.....War (N).....Top-quality 8-bit strategy  
Sim158.....Total War (N).....Risk type game  
Sim428.....The Shepherd.....Populous clone  
Sim431.....Rags to Riches.....Become a millionaire  
Sim444.....Ultimated Quiz.....Pub-quiz clone  
Sim505.....Scrabble.....Board-game computerised

## SPORT

- Sp170.....Amos Cricket.....Owzat!  
Sp208.....Grand Prix Simulator.....Excellent  
Sp256.....Slamball.....Management game of US football. Type Sport  
Sp263.....Soccer Cards.....Simplistic league-based game  
Sp299.....Top Of The League.....Addictive football management game  
Sp303.....Strikeball.....Baseball-type action game  
Sp307.....18th Hole (2 disks).....Excellent golfing game  
Sp325.....Mister Men Olympics (2 disks).....Excellent game for disks as reviewed in Amiga Computing  
Sp337.....Super League Manager 2.....Updated soccer management game  
Sp372.....Road To Hell.....Well-produced racing game  
Sp373.....Wrestling (2 disks, WB2.0 upwards).....Good fun graphics  
Sp376.....Unsensible Soccer.....Good football game  
Sp429.....A Day at the Races.....Simple horse racing game

## A1200/A4000 ONLY

- U235.....Sleepless Nights.....Compilation of A1200 utilities  
U246.....Magic W/Bench.....Excellent W/B improvement for A1200  
U321.....Chesmayne.....Chess text & pictures  
U324.....Lottery Winner AGA.....Helps you to win!  
U334.....AGA Killers.....Updated virus killer  
U508.....Videotracker 2.....AGA demo-creator  
D285.....Fairlight.....29 meg of graphics on one disk  
D289.....State Of Art.....Famous quality demo  
D290.....Raving Mad Me.....High quality music video  
D291.....Lethal Exit.....Stunning demo  
D300.....Technotrack II.....More rave music  
D301.....Retina.....Excellent Vector film demo  
D305.....Tina Small.....Slideshow of model  
D310.....AGA Mansell.....Nigel Mansell slides  
D315.....Minomist Rave.....Great dance demo  
D509.....Phoebe Cates.....High-resolution slideshow  
E300.....Speak & Spell.....Good for Learning Youngsters  
G321.....AGA Klondike (3 disks).....Excellent patience card game  
G322.....Giger Tetris.....Tetris clone  
G339.....AGA Megaball.....Brilliant breakout game  
G372.....Mad Fighter.....2 player Street Fighter game  
G414.....Motorola Invaders (2 disks).....Brilliant space invaders  
G420.....Pssst AGA.....Arcade AGA game  
G440.....Missile Over Zenon (2 disks).....3D missile command  
G441.....To the Death.....Street fighter clone  
G442.....Excellent card games III.....Restricted AGA version  
G445.....AGA Donkey Kong.....Re-hash of original. Good  
G506.....Battle Duel.....Multiplayer artillery game  
G507.....Samurai Showdown.....Street-fighter clone  
G510.....Raketz V2.25.....Multiplayer thrust shoot-em-up

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